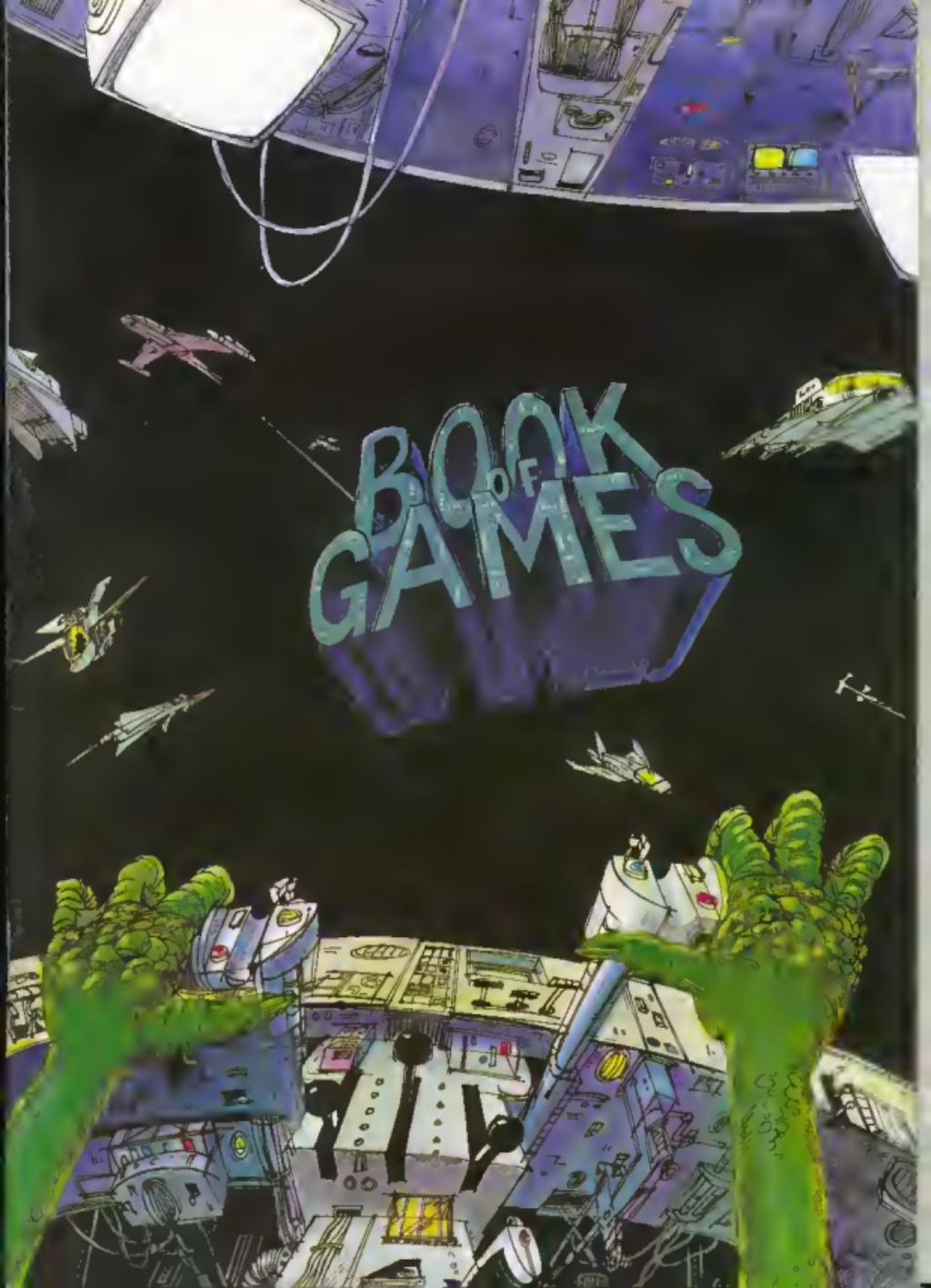


BOOK OF GAMES



THE BOOK OF GAMES CONTENTS

February
1984

Welcome to C&VG's Book of Games!! When we brought you the original Book of Games, featured in last year's February issue, it proved so popular that we almost ran out of magazines. You obviously liked it — so we decided to bring you the pick of the games programs again this year. Inside you'll find all manner of weird and wonderful creatures which will take you on exciting journeys into worlds beyond your imagination!

Aff that and we've got prizes in store for you too! If you see the special C & VG's Competition Star at the top of the page then you'll know that the listing below it qualifies for our Book of Games Hi-Score Competition.

We've dipped into our software file and come up with top games tapes for the top five scorers on each of our selected listings. All you have to do is fill in the Book of Games Hi-Score coupon below, get somebody to witness it for you and send it to, Book of Games Hi-Scores, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date for the competition is February 16th so hurry and get those entries in!

If you can manage to get us a screen shot to prove your hi-scoring activities that could help your chances too. We're afraid we can only accept one entry per coupon — so choose the game that you're best at!

We hope you'll enjoy playing the games we've chosen for you, but remember if you have any problems with listings in this Book of Games then contact the C & VG Bughunter at the above address and he'll attempt to help you out. But for now — play on!

BOOK OF GAMES HI-SCORES

Name

Address

Game

Score

Witness's signature

CHOPPER CHASE

Can you drop vital supplies to troops in the battlezone without getting zapped by the horrible homing missiles? A bit wonder for the ZX81

FOUR IN A LINE

Try making the right connection on your Texas TI 99/4a in this version of the popular board game

ESCAPE

If you are too greedy you'll never get out of the money maze — but if you're quick enough you could make some extra cash on your way to the exit! Test your nerve on the ZX81

TARGET

When they asked me if I was good with a bow and arrow I didn't think I'd end up bouncing around on a trampoline! You are quite welcome to take my place — if you've got an Atari 400/800 that is

BATTLE

Ventura into a world of wickard wizards, scheming Kings and cunning jesters in the battle of wits for two players and a Spectrum

CAVERN RAOER

You have invaded the secret underground headquarters of a nasty bunch of evil aliens. Can you clear the cavern and survive? Space action on the Sharp MZ80K

BLACKPOOL TOWER

The strangest adventures start in the most ordinary places — this one begins in your bedroom! Alternative adventuring on an Orci-1

FRONT GUNNER

Patrolling the outer limits of Federation space your battle cruiser is attacked by waves of creatures from beyond the galaxy. Can you defend your ship? Fast and furious fun on the Electron

ZOMBIES

Are you cunning enough to outwit the hordes of evil Zombies out for your blood? Find out on your Vic-20.

METEOR ATTACK

A bunch of unfriendly aliens have constructed a space platform in orbit around the Earth and they are dropping giant meteors on the planet! Stop them indulging in this anti social habit with your Texas TI 99/4a

FROGGA

What Book of Games would be complete without our little green pal? Help Frogga reach his home on your ZX81.

SNAKES

You have to be a really slippery customer to master Sid the Snake. Are you up to it? Practice your scales on the Commodore 64

CAVERN BLAST

Meanwhile back in space those aliens are up to their old tricks again. They have discovered your underground fortress and want to wipe it out. Beat off their attack with your Spectrum

MILLIMAN

Who wants to be a millionaire? You all do! And now here's your chance. Max the Milliman will help you make a mint on your Spectrum.

WUMPUS

The Wumpus is a much sought after creature — even though it smells awful! Hunt it down on your Vic-20

PSYCHO-CIRCUIT

Rev up your Atari for an attack on the world speed record. But watch out for the rocks!

SHUTTLE

Can you carry vital supplies to the exploration team on a barren planet before their time runs out? Fly to the stars on your BBC B

SIMON

Can you keep up with your computer? Find out with this game and your BBC B

REACT

The nuclear reactor is going critical and only you can stop it! Only you and your Texas TI 99/4a that is

CIRCUS

Welcome to the Big Top. We've got a great competition for you. Can you beat the bouncing balls and the clock? Roll up all you Dragon owners!

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You are a helicopter pilot in the thick of the action during a military exercise. Your job is to deliver vital supplies to a regiment behind enemy lines. You must drop the supplies bang on target otherwise the enemy will rush out and grab them. Each flight you make is worth ten points. The enemy has a heat-seeking missile which could cause you a few problems — unless you manage to avoid it. You must not fly too low as the chopper will crash. If you go off the screen, the mission is over. How many successful flights can you make? Remember, if you are among the top five scorers on this game you'll be on line for a prize in our grand Book of Games top scores competition. All you have to do is cut out the coupon on the contents page, fill in your score and get it witnessed and then send it in to us at C & VG. If you win, we'll send you some games tapes for your ZX81. Happy landings!

```

10 PAUSE 200
20 LET A$=" "
30 LET A=INT (RND+10) *2
40 LET B=1
50 LET C=B
60 LET D=A
70 PRINT AT A,B,"-----"
80 PRINT AT A+1,B-1,"-"
90 PRINT AT A+2,B-2,"-"
100 PRINT AT A+3,B-3,"-"
110 PRINT AT A+4,B-4,"-"
120 PRINT AT A+5,B-5,"-"
130 IF A=15 AND B=15 THEN LET S
=14+10
140 IF A=C AND B=D THEN GOTO 28
150 IF A=C AND B=D THEN PRINT 5
160 PATIONS DELIVERED":K
170 IF A+2=22 THEN STOP
180 PRINT QT 20,15,"+"
190 LET B=B+2*(INKEY$="B")-2*(I
NKEY$="5")
200 LET A=A+2*(INKEY$="6")-2*(I
NKEY$="7")
210 IF C<A THEN LET C=C+1
220 IF C>A THEN LET C=C-1
230 IF D>B THEN LET D=D-1
240 IF D<B THEN LET D=D+1
250 CLS
260 IF A=22 THEN GOTO 270
270 GOTO 70
280 PRINT AT A+1,B-1,"*****"
290 GOTO 140

```



```

600 NEXT ROW
610 DIM BOARD(6,7)
620 FOR R=1 TO 6
630 FOR C=1 TO 7
640 BOARD(R,C)=0
650 NEXT C
660 NEXT R
670 FOR NM=1 TO 7
680 CALL HCHAR(18,8+NM*2,48+NM)
690 NEWT NM
700 L=13-LEN(NS(1))
710 ME$=NS(1) & "-" & CHRS(42) & "
720 POP=2
730 COP=L
740 GOSUB 1440
750 ME$="WHICH COLUMN - "
760 POP=22

```

```

770 COP=3
780 GOSUB 1440
790 CALL HCHAR(10,28+100)
800 CALL HCHAR(10,29+101)
810 FOR MAIN=1 TO 21
820 FOR PL=1 TO 2
830 ME$=NT(PL)
840 ROP=22
850 COP=18
860 CALL HCHAR(22,18,32,10)
870 GOSUB 1440
880 CALL KEY(0,Y,ST)
890 IF ST=0 THEN 880
900 CALL SOUND(100,1000,0)
910 IF (Y/4)+(K>55) THEN 880
920 COL=K-48
930 FOR SE=1 TO 6
940 IF BOARD(SE,COL)>>0 THEN 960
950 NEXT SE
960 IF SE=1 THEN 880

```



GAME: FOUR IN A LINE

CONTINUED

```

970 CHAR=96+8*PL
980 R=4+(SE-1)*2
990 C=COL*2+7
1000 CALL HCHAR(R,C,CHA)
1010 CALL HCHAR(R,C+1,CHA+1)
1020 CALL HCHAR(R+1,C,CHA+2)
1030 CALL HCHAR(R+1,C+1,CHA+3)
1040 V=SE-1
1050 BDAPD(V,COL)=PL
1060 X=1
1070 Y=1
1080 GOSUB 1270
1090 X=0
1100 Y=1
1110 GOSUB 1270
1120 Y=0
1130 X=1
1140 GOSUB 1270
1150 Y=-1
1160 X=1
1170 GOSUB 1270
1180 NEXT PL
1190 NEXT MAIN
1200 ME$=" GAME DRAWN! PRESS A
    KEY TO PLAY AGAIN"
1210 POP=22
1220 COP=2
1230 CALL HCHAR(22,1,32,32)
1240 GOSUB 1440
1250 CLR=1
1260 GOTO 1850
1270 FL=0
1280 FOR RE=1 TO 2
1290 STX=COL
1300 STY=Y
1310 FOR S=1 TO 4
1320 STY=STY+Y
1330 STX=STX+X
1340 IF (STX>7)+(STX<1) THEN 1400
1350 IF (STY>6)+(STY<1) THEN 1400
1360 IF BDAPD(STY,STX)=""PL THEN
1400
1370 FL=FL+1
1380 IF FL=3 THEN 1550
1390 NEXT S
1400 X=-Y
1410 Y=-Y
1420 NEXT RE
1430 RETURN
1440 OLDCOP=COP
1450 FOR PLOT=1 TO LEN(ME$)
1460 K=ASC(ME$(PLOT,1))
1470 IF K<>59 THEN 1510
1480 RDP=RDP+1

```

```

1490 COP=OLDCOP
1500 GOTO 1530
1510 CALL HCHAR(R,OP,COP,K)
1520 COP=COP+1
1530 NEXT PLOT
1540 RETURN
1550 IF PL=1 THEN 1580
1560 CLR=4
1570 GOTO 1590
1580 CLR=7
1590 CALL COLOR(13,5,CLR)
1600 FOR REP=1 TO 4
1610 C=7+STX*2
1620 R=4+STY*2
1630 CALL HCHAR(P,C,128)
1640 CALL HCHAR(R,C+1,129)
1650 CALL HCHAR(P+1,C,130)
1660 CALL HCHAR(R+1,C+1,131)
1670 STX=STX-Y
1680 STY=STY-Y
1690 NEXT REP
1700 FOR FLASH=1 TO 20
1710 CALL COLOR(13,5,16)

```



```

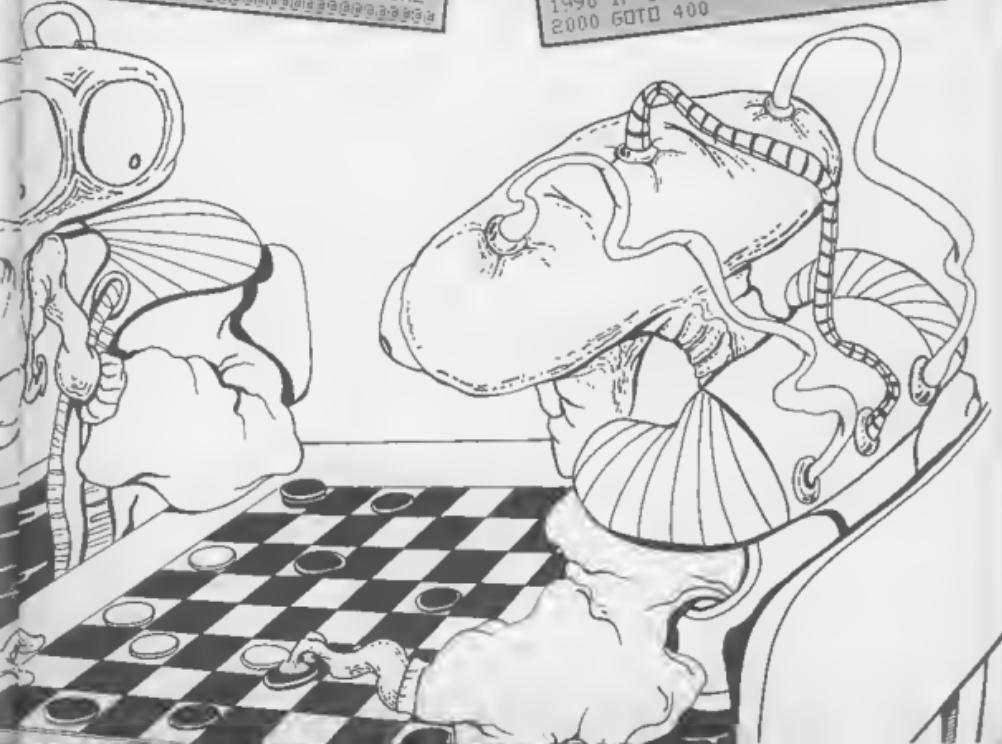
1720 CALL SOUND(100,330,0)
1730 CALL COLOR(13,5,CLR)
1740 CALL SOUND(100,660,0)
1750 NEXT FLASH
1760 RDP=22
1770 COP=3
1780 ME$=NS("PL")& " IS THE WINNER."
PRESS ANY KEY TO PLAY AGAIN"
1790 CALL HCHAR(22,1,32,32)
1800 GOSUB 1440
1810 CALL COLOR(13,5,16)
1820 CALL SOUND(100,330,0)
1830 CALL COLOR(13,5,CLR)
1840 CALL SOUND(100,660,0)
1850 CALL KEY(0,K,S)
1860 IF S=0 THEN 1810
1870 CALL CLEAR
1880 GOTO 530
1890 CALL CLEAR
1900 PRINT "@@@@@";""
1910 PRINT :"@@@@";""
                                FOUR IN A LINE"

```

1920 PRINT : " THE SCREEN SET UP SIMULATES A VERTICAL GAME BOARD WHICH HAS SEVEN SLOTS AT THE TOP. " " THE COUNTERS ARE DRIVEN BY ELECTRIC MOTORS AND CON-

"1930 PRINT" THE COUNTERS ARE DROPPED IN THE CHOSEN SLOTS AND COMBINED WHEN THEY MEET EITHER "1940 PRINT" ANOTHER COUNTER OR THE BOARD."

1940 PRINT "ANOTHER
HE BASE OF THE BOARD."
1950 PRINT "THE WINNER IS THE F
1ST PLAYER TO COMPLETE A LIN
E OFFOUR EITHER HORIZONTALLY, "
1960 PRINT "VERTICALLY OR DIAGON
ALLY."
1970 PRINT "PRESS ANY KEY TO
RESTART."



GAME: ESCAPE

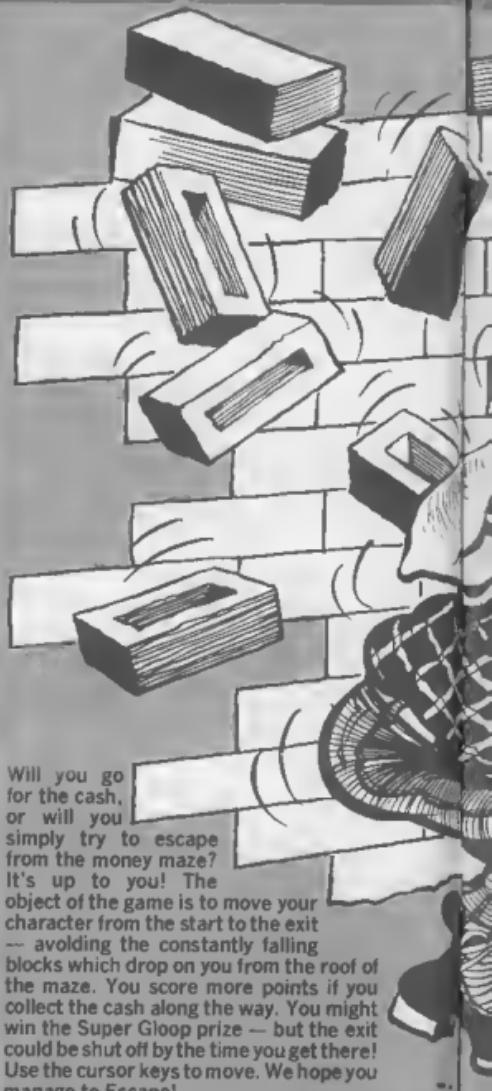
AUTHOR: K THORN AND A WESTHEAD

RUNS ON: A Z80 IN 16K

```

 0 REM C-1983 GEOF SOFTWARE
 1 C.TNGAN RNG A.WESTNEAD
 2
 3 GOSUB 1100
 4 FOR I=1 TO 16
 5 LET HS(I)="" GEOF SOFTWARE
 6 RE"
 7 NEXT I
 8 LET SC=0
 9 LET LI=3
10 LET SR=1
11 FAST
12 CLS
13 LET R=1+PEEK 15398+255+PEEK
14 397
15 LET NO=0
16 PRINT " "
17 PRINT " "
18 PRINT RT 0,8,50
19 PRINT RT 0,28,(" " AND LI=2)
20 FOR I=1 TO 20
21 POKE (I+33)+A,B
22 POKE (I+33)+A+31,B
23 NEXT I
24 PRINT AT 21,8
25
26 FOR I=1 TO 100
27 LET K=INT (RND*724)+A
28 IF PEEK K>0 THEN GOTO 218
29 POKE K,B
30 NEXT I
31 FOR I=1 TO 10
32 LET K=INT (RND*724)+B
33 IF PEEK K>0 THEN GOTO 268
34 POKE K,13
35 NEXT I
36 PRINT AT 1,1;"B","AT 2,1;"B
37 "AT 3,1;"B","AT 19,28;" "
38 "AT 20,28;"B","AT 16,28;" "
39 RT NO=POK+35
40 SLOW
41 PRINT AT 20,30," "
42 IF PEEK PO>8 THEN GOTO 438
43 POKE PO,139
44 LET P1=PO
45 LET P0=PO+(INKEY$"-8")-(INKEY$"-6")+(INKEY$"-5")-(INKEY$"-4")
46 LET P0=P0+(INKEY$"-3")-(INKEY$"-2")+(INKEY$"-1")
47 LET P0=P0+INT (RNO+659)+A+33
48 IF PEEK J=110 THEN GOTO 350
49 POKE J,8
50 POKE P1,6
51 GOTO 330
52 IF PEEK PO>13 THEN GOTO 48
53
54 LET NO=NO+1
55 LET SC=SC+16
56 PRINT RT 0,8,SC
57 GOTO 350
58 IF PEEK PO=8 THEN GOTO 549
59 IF PEEK PO>173 THEN GOTO 5
60
61 FOR I=1 TO 20
62 PAINT AT I,I;"FRNTASTIC"
63 NEXT I
64 GOTO 810
65 FOR I=1 TO 50
66 POKE PO,5
67 POKE PO,134
68 POKE PO,5
69 NEXT I
70 LET LI=LI-1
71 IF LI=0 THEN GOTO 650
72 FOR I=1 TO 10
73 PRINT AT 0,22+LI," "
74 PAINT AT 0,22+LI," "
75 NEXT I
76 PRINT AT 0,22+LI," "
77 PRINT AT 21,7

```



Will you go for the cash, or will you simply try to escape from the money maze? It's up to you! The object of the game is to move your character from the start to the exit — avoiding the constantly falling blocks which drop on you from the roof of the maze. You score more points if you collect the cash along the way. You might win the Super Gloop prize — but the exit could be shut off by the time you get there! Use the cursor keys to move. We hope you manage to Escape!



```

670 GOTO 300
680 FOR I=1 TO 20
690 PRINT RT I,1,""
700 NEXT I
710 PRINT RT 21,7,""
720 IF SC$>VAL HS$(10) ( TO 5) THE
730 PRINT RT 7,1,""
740 PRINT RT 2,12,"" ESCAPE"
750 PRINT RT 4,8,"" THE END HI-SH
760 FOR I=1 TO 10
770 PRINT RT I+5,4,I,TRB 7,M$(I
780 NEXT I
790 NEXT I
795 PRINT RT 17,5;"ANY KEY FOR
A NEW GAME"
800 IF INKEY$="" THEN GOTO 790
800 GOTO 50
810 FOR I=1 TO 20
820 NEXT I
830 FOR I=1 TO 20
840 PRINT RT I,1,""
850 NEXT I
860 PRINT RT 6,2;"WELL DONE, YOU
HAVE CLEARED ""SCREEN NUMBER
870 PRINT RT 8,8;"SCREEN NUMBER
880 PRINT RT 10,10;"BONUS = ",S
890 IF NO=10 THEN GOSUB 940
900 LET SC=SC+1$+10
910 LET SA=SA+1
920 PRUSE 300
930 GOTO 80
940 PRINT RT 12,4;"SUPER GLOOP
BONUS = 100"
950 LET SC=SC+100
960 RETURN
970 PRINT RT 1,3;"HI-SCORE, TYPE
IN YOUR NAME."
980 INPUT N
990 LET P=1
1000 LET I=10
1010 IF SC>URL HS$(I) ( TO 5) THEN
P=P-1
1020 NEXT I
1030 FOR I=9 TO P STEP -1
1040 LET HS$(I+1)=HS$(I)
1050 NEXT I
1060 LET HS$(P) ( TO 5)=STR$ SC
1070 LET HS$(P) ( 6 TO 1)=NS
1080 PRINT RT 1,1,""
1090 RETURN
1100 PRINT "
1110 PRINT "
1120 PRINT "
1130 PRINT " THE OBJECT OF TH
E GAME IS TO " FILE "
1140 PRINT " MOVE YOUR CHARACT
ER " FROM THE "
1145 PRINT " START B TO THE EX
IT "
1150 PRINT " AVOIDING " THE BLOCKS "
1160 PRINT " CONST
ANTLY FALLING "
1170 PRINT " THE CURSOR A "
1180 PRINT " FROM THE ROOF. US
1190 PRINT " KEYS TO MOVE. COLLE
CT THE CRASH $"
1195 PRINT " FOR MORE POINTS. OR
SEE COULD GET "
1200 PRINT " BONUS BUT A "
1205 PRINT " YOU THE SUPER GLO
BUSH OUT "
1210 PRINT " THE EXIT NIGHT
1215 PRINT " GOOD LUCK AND ANY
KEY "
1220 PRINT " TO BEGIN "
1225 IF INKEY$=(10,20) THEN GOTO 1230
1230 PRUSE 300
1235 RETURN
1240 SAVE "ESCRPB"
1245 RUN

```

GAME: TARGET

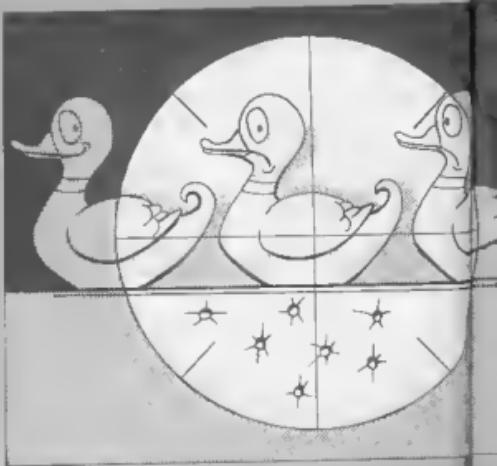
AUTHOR: KENNETH WOODWARD

RUNS ON: AN ATARI 400/800 IN 16K JOYSTICK OR KEYBOARD

Pew! When they asked me if I was any good with a bow and arrow I didn't think I would end up bouncing around on a trampoline. Well, you wouldn't would you! But that's just what I'm doing — bouncing up and down attempting to fire arrows at a target with it's no easy task I can tell you! Once I've finished you are quite welcome to have a go. But I'd advise you to take a few seasick pills first!

The object of the game is to score as many points as possible by hitting the target with your arrows. You'll have to judge exactly the right moment to fire to get those big scores. You'll score 200 points if you hit the target's outer ring, 300 for the red ring, 100 for a hit on the inner ring and 500 for a bulls-eye. There are nine skill levels.

Amending lines 380 and 420 as below allows the keyboard space bar to fire missiles instead of the joystick button. 380/420: IF PEEK (764) = 33 THEN POKE 764, 255: POP: GOTO 460



```
10 REM *****TARGET*****  
20 REM BY K.WOODWARD MARCH 1983  
30 REM TEL: (0495) 215222  
40 GRAPHICS 5:POKE 710,0:A=PEEK(560)+256  
+PEEK(561):POKE A+6,6  
50 IF PEEK(A)<>66 THEN A=A+1:GOTO 50  
60 POKE A,70:POKE A+3,6:POKE A+4,6:POKE  
A+5,65:POKE A+6,PEEK(A+7):POKE A+7,PEEK  
A+8):REM CUSTOM SCREEN  
70 POKE 87,1:POSITION 4,1:?"#6; PLEASE W  
A1T":FOR W=1 TO 500:NEXT W  
80 POKE 559,0:REM SCREEN OFF  
90 GOSUB 630:REM DRAW TARGET  
100 GOSUB 1110:REM V BLANK+PLAYERS  
110 HIGH=0:WHERE=53253  
120 REM  
130 H1TCLR=53278:SHOTS=10:LEVEL=0:SCORE=0  
140 POKE 87,1:POSITION 2,1:?"#6;"select  
level  
150 POKE 704,216:POKE 705,0:REM PLAYER C  
OL  
160 POKE PLH,33:POKE PLH+1,15:POKE 53256  
,0:REM PLAYER HEIGHT  
170 POKE PLX,194:POKE PLY,30:REM PLAYER  
0 INITIAL POS  
180 POKE PLX+1,194:POKE PLY+1,30:REM PLA  
YER 1 INITIAL POS  
190 IF LEVEL>9 THEN LEVEL=0  
200 POKE 87,1:POSITION 17,1:?"#6;LEVEL  
210 FOR W=1 TO 250:NEXT W  
220 KEY=PEEK(53279):POKE KEY,8  
230 IF KEY=3 THEN 1070:REM SHOW HIGH SCD  
RE  
240 IF KEY=6 THEN 280  
250 SOUND 0,50,10,2:FOR W=1 TO 20:NEXT W  
:SOUND 0,0,0,0
```

```
260 IF KEY=5 THEN LEVEL=LEVEL+1:SOUND 0,  
20,10,0:FOR W=1 TO 5:NEXT W:SOUND 0,0,0,  
0:GOTO 190  
270 GOTO 220  
280 TOTAL=0  
290 ? "level=";LEVEL;" score=";SCORE  
300 ? "shots=";SHOTS;" total=";TOTAL  
310 ? "  
320 REM MOVE BOTH PLAYERS +  
321 REM 1F STRIG(0)=0 OR PEEK(764)=33 TH  
EN POKE 764,255:POP :GOTO 460  
330 REM  
340 M=INT(2*RND(0))+LEVEL+1  
350 POKE 77,0  
360 FOR MOVE=31 TO 140 STEP M  
370 POKE PLY,MOVE:POKE PLY+1,MOVE  
380 IF STRIG(0)=0 THEN POP :GOTO 460  
390 NEXT MOVE  
400 M=INT(2*RND(0))+LEVEL+1  
410 FOR MOVE=139 TO 30 STEP -M  
420 IF STRIG(0)=0 THEN POP :GOTO 460  
430 POKE PLY,MOVE:POKE PLY+1,MOVE  
440 NEXT MOVE  
450 GOTO 340  
460 POKE 623,4:POKE 705,95:REM MISSILE F  
IRED  
470 FOR MISSILE=195 TO 55 STEP -4:POKE P  
LY+1,MISSILE:POKE H1TCLR,1:SOUND 0,4,0,2  
:NEXT MISSILE:SOUND 0,0,0,0  
480 FOR W=1 TO 3:SOUND 0,4,0,8:NEXT W:SD  
0,0,0,0:POKE 87,1:POSITION 2,1  
490 IF PEEK(WHERE)=5 AND MOVE>56 AND MOV  
E>98 THEN 1000:REM INNER RING  
500 IF PEEK(WHERE)=7 THEN 880:REM BULLS  
EYE  
510 IF PEEK(WHERE)=4 OR PEEK(53253)=0 TH
```

```

EN 750:REM OFF TARGET
520 IF PEEK(WNRE) = 5 THEN 830:REM OUTER
RING
530 IF PEEK(WHERE) = 6 THEN GOTO 950:REM R
ED RING
540 ? :? :? :FOR W=1 TO 100:NEXT W
550 SHOTS=SHOTS-1:?"level=";LEVEL;" sco
re=";SCORE
560 ? "shots=";SHOTS;" total=";TOTAL
570 ? " "
580 IF SHOTS<1 TNEN GOTO 1050:REM END OF
THE PROGRAM
590 POKE 705,0:GOTO 320
600 REM SOUND FOR HITS
610 FOR S=120 TO 1 STEP -2: SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0
620 FOR S=1 TO 5: SOUND 0,Z,10,10:FOR W=1
TO 50:NEXT W:SOUND 0,0,0,0:NEXT S:RETUR
N
630 REM DRAW BOARD
640 POKE 87,5
650 POKE 709,164:COLOR I:PLOT 5,5:DRAWTO
5,23
660 POKE 709,32:COLOR 2:PLOT 5,8:DRAWTO
5,20
670 PLOT 6,14
680 COLOR 1:PLOT 5,11:DRAWTO 5,17
690 POKE 710,8:COLOR 3:PLOT 3,2:DRAWTO 3
,26
700 PLOT 4,4:DRAWTO 4,24
710 PLOT 0,26:DRAWTO 3,26:DRAWTO 7,30
720 COLOR 1:PLOT 0,30:DRAWTO 8,30:DRAWTO
8,34:DRAWTO 79,34
730 RETURN
740 REM SCORES
750 REM OFF TARGET
760 ? "#6;"mImSeD tHe TaRgEt"
770 FOR S=1 TO 120: SOUND 0,S,10,10:NEXT
S:SOUND 0,0,0,0
780 SCORE=0
790 FOR WALK=195 TO 50 STEP -1:POKE PLX,
WALK:NEXT WALK
800 FOR W=1 TO 50:NEXT W
810 FOR WALK=59 TO 195:POKE PLX,WALK:POK
E PLX+1,WALK:NEXT WALK
820 GOTO 540
830 REM OUTER RING
840 ? "#6;"OUTER RING HIT "
850 Z=60:GOSUB 600
860 SCORE=200:TOTAL=TOTAL+SCORE
870 GOTO 540
880 REM BULLS EYE
890 ? "#6;"bulls eye hit "
900 FOR S=120 TO 1 STEP -2: SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0

```

COMMENTS ON LISTING

The following statements to be typed
in inverse

Line 140 'SELECT LEVEL'
290 "=" (both)
300 'SHOTS=' & 'TOTAL='
560 'SHOTS=' & 'TOTAL='
1070 'HIGH' & 'YOU'
All statements following REM's

```

910 FOR S=1 TO 120 STEP 2: SOUND 0,8,10,1
0:NEXT S:SOUND 0,0,0,0
920 FOR S=120 TO 1 STEP -2: SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0
930 SCORE=500:TOTAL=TOTAL+SCORE
940 GOTO 540
950 REM RED RING
960 ? "#6;"red ring hit "
970 Z=10:GOSUB 600
980 SCORE=300:TOTAL=TOTAL+SCORE
990 GOTO 540
1000 REM GREEN MIDDLE
1010 ? "#6;"GREEN RING HIT "
1020 Z=40:GOSUB 600
1030 SCORE=100:TOTAL=TOTAL+SCORE
1040 GOTO 540
1050 FOR W=1 TO 250:NEXT W
1060 IF TOTAL>HIGH TNEN HIGH=TOTAL
1070 POKE 87,1:POSITION 2,1:?"#6;"high "
1HIGH": you ";TOTAL
1080 FOR W=1 TO 300:NEXT W
1090 POSITION 2,1:?"#6;""
1100 GOTO 120
1110 REM INITIALIZE VERTICAL BLANK
1120 FOR I=1536 TO 1706:READ A:POKE I,A:
NEXT I
1130 FOR I=1774 TO 1787:POKE I,0:NEXT I
1140 REM SET PMBASE AND DRAW PLAYERS
1150 PM=PEEK(106)-16:PMBASE=256*PM
1160 FOR I=PMBASE+1023 TO PMBASE+2047:PO
KE I,A:NEXT I
1170 FOR I=PMBASE+1025 TO PMBASE+1057:RE
AD A:POKE I,A:NEXT I
1180 FOR I=PMBASE+1291 TO PMBASE+1293:RE
AD A:POKE I,A:NEXT I
1190 PLX=53248:PLY=1700:PLH=1784
1200 POKE 559,62:POKE 623,1:POKE 1788,PM
+4:POKE 53277,3:POKE 54279,PM
1210 X=USR(1696)
1220 RETURN
1230 REM V/BLANK DRTA
1240 DRTA 162,3,189,244,6,240,89,56,221,
240,6,240,83,141,254,6,106,141,255,6,142
,253,6,24,169,0,109,253,6
1250 DRTA 24,109,252,6,133,204,133,266,I
89,240,6,133,263,173,254,6,133,205,189,2
48,6,170,232,46,255,6,144
1260 DATA 16,168,177,203,145,205,169,0,1
45,203,136,202,208,244,76,87,6,160,0,177
,203,145,205,169,0,145,203
1270 DATA 208,202,208,244,174,253,6,173,
254,6,157,240,6,189,236,6,246,48,133,203
,24,138,141,253,6,169,235
1280 DATA 6,133,284,24,173,253,6,189,252
,6,133,206,189,240,6,133,205,189,240,6,1
70,160,0,177,203,145,205,206
1290 DATA 202,208,248,174,253,6,169,0,15
7,236,6,202,48,3,76,2,6,76,98,228,0,0,10
4,169,7,162,6,160,0,32,92
1300 DATA 228,96
1310 REM PLAYER DATA
1320 DATA 15,25,49,17,29,5,13,17,23,214,
127,95,15,15,15,15,15,15,15,15,15,15,15
,15,6,6,6,6,6,6,6,14,10
1330 DRTA 3,254,3

```

GAME: BATTLE

AUTHOR: JONATHAN VILLAS

RUNS ON: A SPECTRUM IN 16K

MOVEMENTS

North	King	Jester	Wizard
South	Kn	jn	wn
East	Ks	js	ws
West	Ke	je	we
	Kw	jw	ww

MAIN VARIABLES.

- e, b: position of player 1's king
- c, d: position of player 1's wizard
- e, f: position of player 1's jester
- a1, b1: position of player 2's king
- c1, d1: position of player 2's wizard
- e1, f1: position of player 2's jester

The loader program sets up user-defined graphics.

LOOPS:

130-198 — checks inputs
500-599 — spell-throwing
700-S10 — redraws scenery
2000-3000 — castle world

Venture into a world of wicked wizards, scheming kings and cunning jesters and win control of a castle!

This is a graphic strategy game for two players. The aim of the game is to gain control of your opponent's castle by moving your king to the opposite side of the screen and killing the your opponent's king.

The jester can kill a king with his dagger. He can pick up his dagger by standing next to it — on the right — and pressing the "p" key. He can then stab the king once he gets near enough and if you press the "s" key. He can also be made invisible by typing in "Invis". To make him visible again, you must type in "On" after entering the jester's direction. *Use carefully, this is a secret command.*

The wizord can throw spells in any direction, as long as he is not directly facing anything, by typing in a direction end then "!", — for example, `wnd!` etc.

If his spell hits anything, that character will be frozen for a turn. This character standing on a magical bridge — whether it hits them or not —

```

000 BEEP 1,30: GO SUB 2000: GO TO 3
130 BRIGHT 0, PRINT INK P+S, AT
130 "PLAYER", P, TO MOVE, IN
130 "WHAT IS YOUR MOVE?"
140 INPUT "MOVE?"; B$ THEN GO TO 195
140 LEN B$(1) THEN GO TO 195
170 LET U$=0: LET V=0: IF B$(2)=
170 "U" THEN LET U=1
171 IF B$(2)= "V" THEN LET V=1
172 IF B$(2)= "L" THEN LET U=1
173 IF B$(2)= "R" THEN LET V=1
174 IF B$(2)= "K" THEN LET U=1
175 IF B$(2)= "Q" THEN LET V=1
176 IF B$(2)= "B" THEN LET U=1
177 IF B$(2)= "N" THEN LET V=1
178 IF B$(2)= "P" THEN LET U=1
179 IF B$(2)= "S" THEN LET V=1
195 IF B$(1)= "P" THEN GO TO 190
195 IF B$(1)= "S" THEN GO TO 190
196 IF B$(1)= "U" THEN GO TO 190
196 IF B$(1)= "V" THEN GO TO 190
3 190 GO TO 130
200 IF P=1 AND ATTR (0,b) > 0 THEN PRINT
200 EN PRINT AT 0,b; INK 0, P, PRIN
200 AT 19,0; YOUR KING IS FROZEN!!
200 .. BEEP 1,-21: PRINT AT 19,0;;
30 TO 130
210 IF P=2 AND ATTR (a1,b1) > 0 THEN PRINT
210 EN PRINT AT a1,b1; INK 0, P, PRIN
210 AT 19,0; YOUR KING IS FROZEN!!
210 .. BEEP 1,-21: PRINT AT 19,0;;

```

```

PRINT RT 19,0;"YOUR KING IS FROZEN!";
BEEP 1,-22: PRINT RT 19,0;
8;" GO TO 130
217 INK 7: IF P=2 THEN GO TO 23
228 IF RTTR ([2+U,b+v],<>1 RND RTTR
[V]>1) AND ATTR ([2+U,b+v],<>0 THEN
00 TO 600
225 GO TO 250
250 IF RTTR ([1+U,b1+v],<>1 AND
+U,b1+v],<>2 RND RTTR ([1+U,b1+v]
,<>0 THEN GO TO 600
259 IF P=1 THEN PRINT RT 2,b;""
LET a=a+b; LET b=b+v. LET P=2
600 PRINT RT 31,b1;""; LET b1=31
310 LET b1=b+v; LET P=1; GO TO
300 IF P=1 RND RTTR ([c,d],<>5 THEN
EN PRINT RT c,d; INK 0; BEEP 1,-20: PRIN
RT 19,0;"YOUR WIZARD IS FROZEN!";
BEEP 1,-20: PRINT RT 19,0;""
GO TO 130
305 IF P=2 AND RTTR ([c1,d1],<>5 THEN
PRINT RT c1,d1;""

```

```

PRINT AT 19,0;"YOUR WIZARD IS FROZEN!!" BEEP 1,-18. PRINT AT 19,0;""
300 GO TO 130
300 INK 7: IF P=2 THEN GO TO 33
310 IF ATTR ((c+u,d+v)<>1 AND AT
TA ((c+u,d+v)<>2 AND ATTR ((c+u,d+v)<>0 THEN
GO TO 600
320 IF LEN .BS=3 THEN GO TO 500
320 TO 350
320 IF ATTR ((c1+u,d1+v)<>1 AND
ATTR ((c1+u,d1+v)<>2 AND ATTR ((c1
+u,d1+v)<>3 AND ATTR ((c1+u,d1+v)
<>4 THEN GO TO 600
340 IF LEN .BS=5 THEN GO TO 500
350 IF P=1 THEN PRINT AT c,d,
": LET d=d+v: LET d=d+v: LET P=2
GO TO 110
350 PRINT AT c1,d1,"": LET c1=
c1+u: LET d1=d1+v: IF LEN .BS=2 THEN
HEN LET P=1: GO TO 110
370 IF LEN .BS=3 THEN GO TO 500
400 IF P=1 AND ATTR ((e1,f1)<>64 AND
ATTR ((e1,f1)<>64 THEN PRINT AT e1,f1,
INK 8: PRINT AT 19,0;"YOUR JESTER IS FROZEN!!": BEEP 1,-14.
PRINT AT 19,0;""
12: PRINT AT 19,0;"": GO TO 130
405 IF P=2 AND ATTR ((e1,f1)<>64 THEN PRINT
AT e1,f1, INK 8: PRINT AT 19,0;"YOUR JESTER IS FROZEN!!": BEEP 1,-14.
PRINT AT 19,0;"": GO TO 130
130
400 INK 7: IF P=2 THEN GO TO 43
410 IF ATTR ((e+u,f+v)<>1 AND AT
TA ((e+u,f+v)<>2 AND ATTR ((e+u,f+v)<>0 THEN
<>7 AND ATTR ((e+u,f+v)<>0 THEN
GO TO 600
415 IF LEN .BS=2 THEN GO TO 450
420 IF BS(3)="1" THEN LET INV=1
420 IF BS(3)="0" THEN LET INV=0
420 GO TO 450
430 IF ATTR ((e1+u,f1+v)<>1 AND
ATTR ((e1+u,f1+v)<>2 AND ATTR ((e1
+u,f1+v)<>3 AND ATTR ((e1+u,f1+v)
<>4 THEN GO TO 600
440 IF LEN .BS=2 THEN GO TO 450
445 IF BS(3)="1" THEN LET INV1=
1
445 IF BS(3)="0" THEN LET INV1=
0
450 IF P=1 THEN PRINT AT e,f,""
450 : LET e=e+u: LET f=f+v: LET P=P+
GO TO 110
460 PRINT AT e1,f1,"": LET e1=
e1+u: LET f1=f1+v: LET P=1: GO TO
110
500 IF P=2 THEN LET P=1: GO TO
550
510 LET P=2: IF V<>0 THEN GO TO
550
520 IF U=-1 THEN FOR N=c-1 TO 0
STEP -1: PRINT AT n,d; INK 0;"": BEEP
"01,10: PRINT AT n,d; INK 0;"": NEXT n
520 IF U=1 THEN FOR N=c+1 TO 16
PRINT AT n,d,"K": BEEP .01,10:
PRINT AT n,d, INK 0;"": NEXT n
530 IF V=-1 THEN FOR N=d-1 TO 0
STEP -1: PRINT AT c,n; "K": BEEP
"01,10: PRINT AT c,n, INK 0;"": NEXT n
540 IF V=1 THEN FOR N=d+1 TO 38
PRINT AT c,n,"K": BEEP .01,10:
PRINT AT c,n, INK 0;"": NEXT n
545 GO SUB 700: GO TO 130
550 INK 6: IF V<>0 THEN GO TO 5
555 IF U=-1 THEN FOR N=c-1 TO
555 STEP -1: PRINT AT n,d; "K": BE
P .01,10: PRINT AT n,d; INK 0;"": NEXT n
555 : NEXT n
560 IF U=1 THEN FOR N=c+1 TO 1
560 : PRINT AT n,d; "K": BEEP .01,1

```

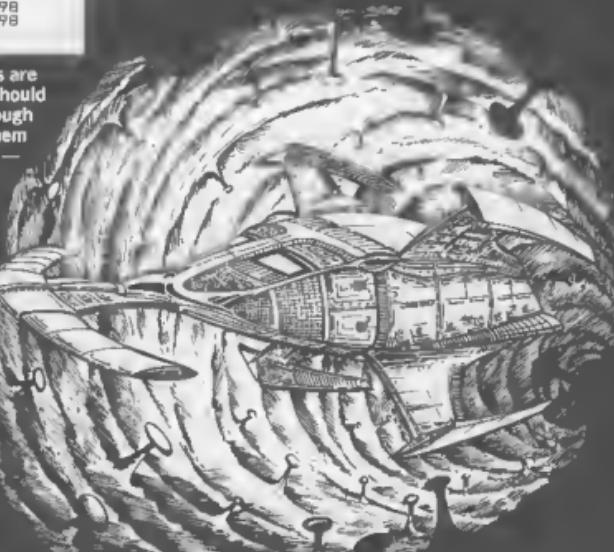
```

10HS$(1,0)=H5$(1,0):BS0$="":PRINT "Canyon Raider":GOSUB1001:BS0$=H5$(1,0)
11HS$(1)=4#00H:HS$(1)="THE BEST":PRINT#PRINT#Keys=A-LEFT#D-RIGHT#space-FIRE"
12INPUT"ENTER SKILL LEVEL (1-HARDEST? 9-EASIEST) ?":I0$=INPUT"FIRING?":OP$=I0$:
13OP$=I0$#OP$(0,1):HS$(2)="CHAMPION":HS$(3)=" HERO":GOSUB200
14PRINT"DON'T HIT THE WALLS!++ANY KEY TO START!":
15GETAS:IFAS=="THEN6
16PRINT" "++Canyon Raider++":X=53250
17POKE1407,9
18GL=0
19READA:IFA==1THENRESTORE:QB=QB-1:GOSUB200:GOTO10
20PRINT"U"
21?PEEK(X+39):RZ=PEEK(X+40)
22GETAS:IFAS=="THENU":ZENH=201:GOTO50
23IFOP$=="N":THEN50
24C=INT(RND(1)*$19)+53728:IF(PEEK(C)=MZ)+(PEEK(C)=RZ)THENPOKEC,199
25D=INT(RND(1)*$19)+53728:IF(PEEK(D)=MZ)+(PEEK(D)=RZ)THENPOKED,67
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40IFAS=="A":THENX=X-1:SC=SC+(10-QB)
41IFAS=="0":THENX=X+1:SC=SC+(10-QB)
42IFOP$=="N":THEN50
43IFAS=="":THENKL=40:GOSUB1050
44IFPEEK(X+1)=67THENGOTO998
45IFPEEK(X-1)=67THENGOTO998
46IFPEEK(X+40)=67THENGOTO998
47IFPEEK(X-41)=67THENGOTO998
48IFPEEK(X+39)=67THENGOTO998
49IFPEEK(X-40)=67THENGOTO998
50PRINT TAB(A)1K:100GOTO10
51REM-----PROGRAM-----
```

The Blobs are coming! The Blobs are coming! Blobs are deadly — so should you see one on your journey through the sharp space cavern, avoid them at all costs! There are aliens too — but these you can shoot with a well aimed blast of laser fire.

Beware of the cavern walls
— these are constructed
of baby blobules which
are equally as lethal as
the grown up wandering
blobs!

Full instructions are included in the program — but remember, beware of these Blobs! Control keys are: A = left, D = right, Space Bar = fire. There are nine skill levels to deal with. Remember this is a Book of Games competition listing and the top five Sharp-shooters will receive specially selected software for their machine. Look at the contents page for details.



GAME: CANYON RAIDER

● **CONTINUED**

Most adventures take place in sinister castles, lost islands or kingdoms ruled by evil monarchs. But this one is a bit different. It all begins in your own home! Darren is challenging you to escape from your house and reach the Blackpool Tower.

There are no evil monsters or fire-breathing dragons to deal with — but there is the odd policeman, poisoned fruit and don't forget the snake! Darren has managed to make the ordinary seem extraordinary! Your objective is to reach the Blackpool Tower and enter it — can you solve all the riddles and reach your goal? Go on, have a go!

```

45 IFPEEK(#20C)>128 THEN POKE #20C, PEEK(#20C)-128
58 RM=1:NL=19:NV=22:NI=12:LIC=1:LLX=1:LB=1
68 GOSUB 1000
65 PAPER2:INK8
70 CLS:PRINT:PRINT$ (RM)
80 GOT02600
98 INPUT"WHAT SHALL I DO":I$:IFI$="POUR WATER"THEN100
91 IFRND(1)< 7 AND RM=4 THEN PRINT"THE SNAKE BIT YOU.":GOT09000
92 IFRM=5 THEN 5000
93 IFRM=6 AND FD=8 THEN PRINT"THE FIRE HAS SPREAD. YOU ARE DEAD.":GOT0709
900
94 IFRM=8 THEN L%(1)=-1: I=1-1
100 GOSUB200 GOSUB300
10.5 PRINT" "CHR$(27)"G"CHR$(27)"Q" I$" "CHR$(27)"R"
110 FORN=1 TO NV: IFV$=V$(N) THEN GOTOG%(N)
120 NEXT
130 PRINT" I DO NOT UNDERSTAND":PRINTCHR$(34) I$CHR$(34):GOT0908
140 PRINT" I CAN'T GO": I$:GOT0908
150 PRINT" I CAN'T": I$:GOT0908
200 FORN=1 TO LEN(I$): SG$=MID$(I$, N, 1)
210 IF SG$>="A" AND SG$<="Z" THEN I$=LEFT$(I$, N-1)+CHR$(ASC(SG$)+32)+MID$(I$, N+1)
220 NEXT:RETURN
300 B$="":V$="":SP=0:FORN=1 TO LEN(I$)
318 IF MID$(I$, N, 1)="" AND SP=0 THEN SP=1:GOT0330
320 IF SP=0 THEN V$=V$+MID$(I$, N, 1) ELSE B$=B$+MID$(I$, N, 1)
330 NEXT
340 RETURN
500 IFN0X(RM) THEN RM=NO%(RM):GOT0708
502 GOTO 140
505 IFER2(RM) THEN RM=ER%(RM):GOT0708
507 GOTO 140
510 IFSO2(RM) THEN RM=SO%(RM):GOT0708
512 GOTO 140
515 IFEX(RM) THEN RM=WE%(RM):GOT0708
517 GOTO 140
500 DIM V$(NV), G$(NV), L$(NL), B$(NI), L$(NI), NO$(NL), WE$(NL), SO%(NL), NL%, NV%, NL%
ER%(NL)
1810 READ0$-1FD$0"START"THEN9999
1820 FORN=1 TO NV:READY$(N), G$(N):NEXT
1830 READ0$-1FD$0"OBJECTS"THEN9999
1840 FORN=1 TO NI:READ0$(N), L$(N):NEXT
1841 DATA START, N, 508, E, 505, S, 510, W, 515, PUT, 2000, GET, 2200, EAT, 2400,
LOOK, 2600
1842 DATA OPEN, 2800, PICK, 3000, U, 3200, D, 3400, POUR, 3600, I, 3800, R, 70, U
NLICK, 4000
1843 DATA READ, 4200, QUIT, 9000, PLACE, 4600, STOP, 9000, GIVE, 4800, ENTER,
1844 DATA 5000
1850 DATA 0BJECTS
1860 DATA KEY, -1, SAW, 4, PANS, 4, KNIFE, 3, FORK, -1, FRUIT, 2, 10P, -1, CUP, -1,
WATER, 3
1861 DATA PAPER, -1, LITTER, 10, 50P, -1
1864 READ0$-1FD$0"LOCATIONS"THEN9999

```

1065 FORM=1TONL
 1070 REPEAT:READP\$:IFP\$<=""THENL\$(N)=L\$(N)+P\$
 1080 UNTILP\$=""
 1090 READONC\$(N),ER%(N),SO%(N),HE%(N)
 1095 NEXT
 1096 READD\$:IFD\$<"END"THEN9999
 1097 RETURN
 1098 DATA LOCATIONS
 1100 DATA"YOU ARE AT THE ENTRANCE TO YOUR HOUSE. THE DOOR IS LOCKED
 SO THAT I
 1105 DATA"IT WILL NOTOPEN. EXITS NORTH AND EAST ",*,2,3,0,0
 1110 DATA"YOU ARE IN THE LOUNGE THERE ARE SOME DRAWERS BY THE WALL
 ALSO, A
 1115 DATA" LIGHT TO THE NORTH IS VISIBLE, NEXT TO A SETTEE ",*,6,0,1
 ,8
 1120 DATA"YOU ARE IN THE KITCHEN THERE IS A LOCKED DOOR TO THE
 EAST. THERE
 1125 DATA" ARE SEVERAL CUPBOARDS ON THE WALL ",*,0,0,0,1
 1130 DATA"YOU ARE IN THE BACKYARD THERE IS A SNAKE LYING ON THE
 GROUND BY
 1135 DATA" YOUR FEET",*,0,0,0,3
 1140 DATA"YOU ARE AT THE BOTTOM OF SOME STAIRS. THERE IS A CUPBOARD
 AT THE B
 1145 DATA"OTTOM BESIDE YOU ",*,0,6,9,0
 1150 DATA"YOU ARE IN THE FRONT ROOM. THERE IS A SETTEE IN IT. THERE
 IS ALSO
 1155 DATA"A COAL FIRE LIT. IT LOOKS DANGEROUS. YOU CAN SEE THE G
 ARDEN THR
 1160 DATA"OUGH THE WINDOW TO THE NORTH. SOUTH IS THE LOUNGE, EAST
 THE HALL
 1165 DATA" THERE ARE SOME STEPS TO THE WEST ",*,0,7,2,5
 1170 DATA"YOU ARE IN THE HALL. A LOCKED DOOR IS ON THE NORTH WALL.
 EXIT WEST.
 1175 DATA *,0,0,0,6
 1180 DATA"YOU ARE IN THE GARDEN. THERE IS A ROAD TO THE NORTH. THE D
 OOR SLAMS
 1185 DATA" SHUT, WITH THE KEY IN THE LOCK ",*,14,0,0,0
 1190 DATA"YOU ARE AT THE TOP OF THE STAIRS. THERE IS A ROOM TO THE SO
 UTH ",*,5
 1195 DATA 0,10,0."YOU ARE ON THE LANDING. THERE IS A ROOM TO THE
 SOUTH, A
 1200 DATA"ND ONE TO THE EAST",*,9,11,12,0
 1205 DATA"YOU ARE BY A BED. EXIT WEST ",*,0,0,0,10
 1210 DATA"YOU ARE IN A BEDROOM WITH A BED TO THE SOUTH. THERE IS A C
 UPBOARD T
 1215 DATA"O THE LEFT OF YOU ",*,10,0,13,0
 1220 DATA"YOU ARE BY A BED EXIT NORTH ",*,12,0,0,0
 1225 DATA"YOU ARE BY THE ROAD, WHICH RUNS EAST- WEST. THERE IS A NO
 USE TO TH
 1230 DATA"E NORTH. ACROSS THE ROAD ",*,15,16,0,17
 1235 DATA"YOU HAVE JUST BEEN RUN OVER BY A CAR ",*,0,0,0,0
 1240 DATA"THE ROAD COMES TO A DEAD END AT THE EAST. THERE IS A CA
 R PARK TO
 1245 DATA" THE EAST AND A PATH WEST ",*,15,18,0,14
 1250 DATA"THE ROAD RUNS EAST-WEST. THERE IS A TOWER TO THE EAST ",
 *,15,14



1255 DATA 0, 19, "YOU ARE IN THE CAR PARK. THERE IS A LITTER BIN BY
YOUR SID
1260 DATA"E EXIT WEST", *, 0, 0, 0, 16
1265 DATA"YOU ARE BY BLACKPOOL TOWER. YOU CAN HEAR THE SEA IN THE
DISTANCE
1270 DATA", THERE IS A MAN AT THE DOOR WHO WOULD LIKE SEP. ", *, 0, 17, 0
, 8
1299 DATA END
1300 FD=0:FORN=1TONI:IF0\$(N)=B\$ANDL%(N)=0THENPRINT"OKAY. .":FD=1:I=
I-1:L%(N)=RM
1302 IF0\$="THENPRINT"GET WHRT ?":GOT098
1303 NEXT
1304 IFFD=0THENPRINT"I DON'T HAVE A ",B\$," !"
1305 GOTO 98
1306 IF1\$=5THENPRINT"I CAN'T CARRY ANY MORE. ":GOT098
1308 IF0\$="THENPRINT"GET WHRT ?":GOT098
1309 FD=0:FORN=1TONI:IF0\$(N)=0ANDL%(N)=RMTHENPRINT"OKAY. .":I=I+1:FD
=1:L%(N)=0
1310 NEXT
1320 IFFD=0THEN158
1323 GOTO 98
1340 IFB\$="THENINPUT"EAT WHRT":B\$:GOT02400
1341 IFB\$="FRUIT"ANDL%(6)=0THENPRINT"IT WAS POISONED ":GOT09000
1349 PRINT"I MUST HAVE THE ",B\$," TO":PRINT"BE ABLE TO EAT IT ":GO
T090
1360 FD=0 FORN=1TONI:IFL%(N)ORMTHENNEXT GOT02630
1361 IFFD=0THENPRINT PRINT"I CAN SEE . .":FD=1
1362 PRINT"A ",0\$(N):NEXT:GOT098
1363 IFFD=0ANDV\$="LOCK"THENPRINT"I CAN'T SEE ANYTHING SPECIAL."
1364 GOTO 98
1380 IFB\$="THENINPUT"OPEN WHRT":B\$
1381 IFB\$="CUPBOARD":THEN2850
1382 IFB\$="DOOR":THEN2900
1385 IFB\$="DRAWER":THENPRINT"THE ARE SOME PAPERS AND A FORK":L%(1
0)=2
1386 IFB\$="DRAWER":THENL%(5)=2:GOT098
1389 GOTO 150
1390 IFRM=5THENPRINT"THE IS AN ELECTRIC METER WITH 10P ON IT .":L%(
7)=5:GOT098
1396 IFRM=3THENPRINT"IT'S FULL OF CUPS .":L%(8)=3:GOT098
1397 IFRM=12ANDL%(1)=1THENPRINT"IT'S LOCKED. .":GOT098
1398 IFRM=12THENPRINT"THE IS A KEY INSIDE .":L%(1)=12:GOT098
1400 GOTO 150
1401 IFRM=7ANDL%(1)=1THENPRINT"IT'S LOCKED. .":GOT098
1402 IFRM=3ANDL%(2)=0THENSO\$(3)=4:GOT098
1403 IFRM=7ANDL%(2)=0THENPRINT"YOU CAN SEE THROUGH TO THE GARDEN .":NO
V(7)=0:GOT098
1404 IFRM=3ANDL%(2)=0THENPRINT"YOU CAN WALK IN. TO THE BACKYARD TO THE
SOUTH ."
1405 GOTO158
1406 IFB\$="THENINPUT"PICK WHRT":B\$
1407 IFB\$="LOCK":THEN3020
1408 GOTO 158
1409 IFRM=7THENPRINT"I CAN'T PICK THIS LOCK. .":GOT098
1410 IFRM=7THENPRINT"I NEED SOMETHING WITH SPIKES ON IT. .":GOT098
1411 IFL%(5)=0THENPRINT"I NEED SOMETHING WITH SPIKES ON IT. .":GOT098

GAME: BLACKPOOL TOWER

CONTINUED

```

3848 IFRM=12THENLC%>0:PRINT"OKAY . . .":GOTO98
3899 GOTO 150
3200 IFRM=5THENRM=9:GOTO70ELSE140
3400 IFRM=9THENRM=5:GOTO70ELSE140
3600 IFBS=""THENINPUT"POUR WHAT":BS
3605 IFBS=="WATER":THEN3650
3649 GOTO 150
3650 IFLX(9)>0THEN150
3660 PRINT"THE FIRE HAS BEEN PUT OUT BY THE WATER":FO=1
3665 LX(9)=3:I=I-1
3670 GOTO 90
3800 FD=0:FORI=1TON1:IFLX(N)>0THENNEXT:GOTO3840
3810 IFFD=0THENPRINT"I HAVE THE FOLLOWING . . . FD=1
3820 PRINT"A ">:OD:NEXT
3840 IFFD=0THENPRINT"I DON'T HAVE ANYTHING . .
3850 GOTO 90
4000 IFBS=""THENINPUT"UNLOCK WHAT":BS
4005 IFLY(1)>0THENPRINT"BUT I HAVE NO KEY . . .":GOTO98
4110 IFRM=7THENLLX=0:PRINT"OKAY . . .":GOTO98
4115 IFRM=3THENL9%>0:PRINT"OKAY . . .":GOTO98
4200 IFBS=""THENINPUT"READ WHAT":BS
4205 IFBS=="PAPER"ANDLX(18)=0THENPRINT"IT'S BLANK . . .":GOTO98
4249 GOTO 150
4600 IFBS=""THENINPUT"PLACE WHAT WHERE":BS
4610 IFLEFT$(BS, 6)="LITTER":THEN4650
4649 GOTO 150
4650 IF(MID$(BS, 0)="IN BIN"OR MID$(BS, 0)="IN LITTER BIN")ANDRM=18THE
N4668

```

4655 PRINT"I CAN'T PUT IT THERE . . .":GOTO98
 4660 PRINT"THE POLICEMAN WATCHING YOU WAS
 GIVEN YOU 50P
 4665 LX(12)=0:LX(11)=-1:GOTO98

DELIGHTED. HE HAS

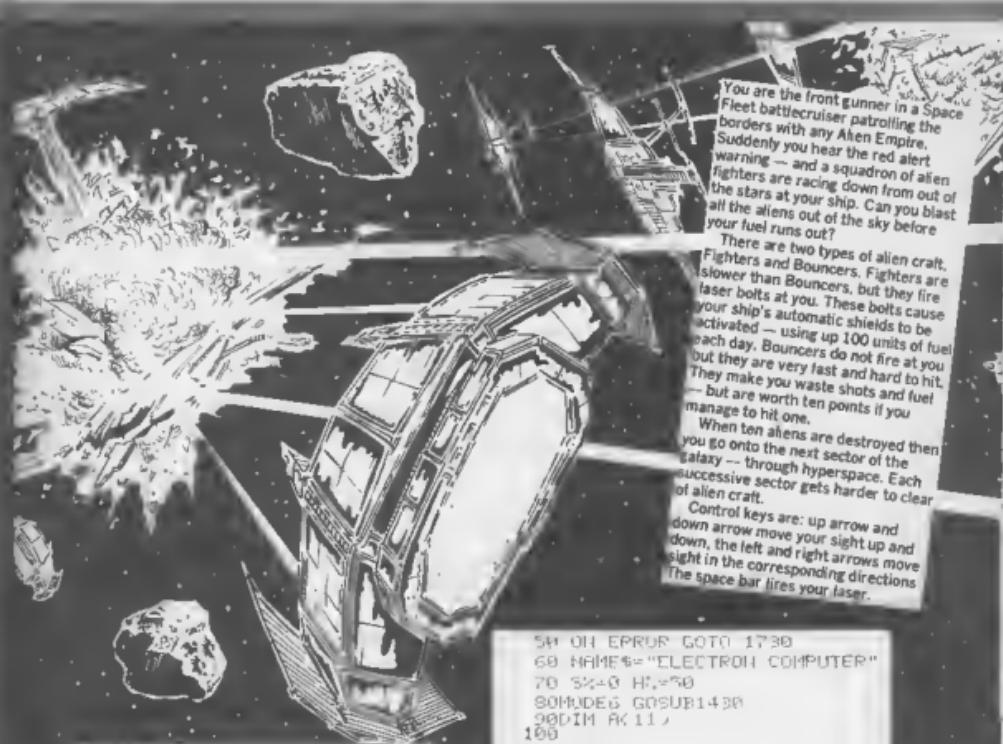
4680 IFBS=""THENINPUT"GIVE WHAT TO WHAT":BS
 4801 IFRM<0.9THENPRINT"I CAN'T DO THAT YET . . .":GOTO98
 4805 IFLEFT\$(BS, 3)="MAN":THEN4850
 4849 GOTO 150

4850 IFLX(12)>0THENPRINT"BUT I DON'T HAVE 50P TO GIVE . . .":GOTO98
 4855 PRINT"WE WILL NOW LET YOU IN . . .":EX=1:GOTO98

5000 IFBS=""THENINPUT"ENTER WHAT":BS
 5005 IFBS=="TOWER"ANDEX=1THENPRINT"YOU HAVE SUCCESSFULLY COMPLETED
 HIS GAME . . . END
 5010 IFBS=="TOWER"ANDEX=2=0THENPRINT"THE DOORKEEPER STOPS YOU. HE WANT
 5 50P":GOTO98

5049 GOTO 150
 5000 INPUT"DO YOU WANT TO TRY AGAIN":VS IFVS=="Y":THENRUN
 5001 END

9999 PRINT:PRINT"?MESSY DATA ERROR":END
 60000 INPUT"HOW MANY TIMES SHOULD I SAVE":H
 60001 FORA=1TOH
 60002 PRINT"SAVING IT IN FAST . . .":CSAVE"BLACKPOOL TOWER",AUTO
 60003 WAIT100
 60004 PRINT"SAVING IT IN SLOW . . .":CSAVE"BLACKPOOL TOWER",S,AUTO
 60005 WAIT500:PRINT:PRINT
 60006 NEXTA



You are the front gunner in a Space Fleet battlecruiser patrolling the borders with any alien Empire. Suddenly you hear the red alert warning — and a squadron of alien fighters are racing down from out of the stars at your ship. Can you blast all the aliens out of the sky before your fuel runs out?

There are two types of alien craft, Fighters and Bouncers. Fighters are slower than Bouncers, but they fire laser bolts at you. These bolts cause your ship's automatic shields to be deactivated — using up 100 units of fuel each day. Bouncers do not fire at you, but they are very fast and hard to hit. They make you waste shots and fuel — but are worth ten points if you manage to hit one.

When ten aliens are destroyed then you go onto the next sector of the Galaxy — through hyperspace. Each successive sector gets harder to clear of alien craft.

Control keys are: up arrow and down arrow move your sight up and down, the left and right arrows move sight in the corresponding directions. The space bar fires your laser.

VARIABLES

NAME: Holds the name of the high score holder.
S%: Holds the value of the players score.
HS%: Holds the value of the current high score.
SEET: Holds the sector number. It is used to control the difficulty of the game.
FUEL: Holds the amount of fuel left.
ARRAY
(A): Holds the type of alien to appear. If A(x) = 1 then a fighter will appear, if a 2 then a bouncer will appear and if it equals 0 then the alien is destroyed.
MAX%: Holds the number of times the alien can fire at you.
DX% & DY%: Random numbers used to say whether the alien moves up, down, left or right.
X1%: Holds the old X co-ordinate of the alien.
Y1%: Holds the old Y co-ordinate of the alien.
X%: Holds the current Y co-ord of the alien.
Y%: Holds the current Y co-ord of the alien.
DX1%: X co-ord of where first alien laser bolt strikes.
EY1%: X co-ord of where first alien laser bolt strikes.
EX2%: X co-ord of where second alien laser bolt strikes.
EY2%: Y co-ord of where second alien laser bolt strikes.

```

5H OH EPROR GOTO 1730
60 NAME%="ELECTRON COMPUTER"
70 S%+0 H%+50
80 HUDE6 GOSUB1430
90 DIM AK 11
100
110 MODE2
120 CHEET+0
130 VDU22,2
140 SHEET=SHEET+1
150 VDU23,2202,0,0,0,
160 VDU23,225,225,225,225,225
225,225,225,225
170 W$-CHR$255+CHR$255+CHR$255
+CHR$11+CHR$8+CHR$9+CHR$3+CHR$0
$3+CHR$255+CHR$255+CHR$10+CHR$5+0
CHR$6+CHR$19+CHR$255+CHR$255+CHR$9
55
180 HPA1,1
190 GCOL0,0 VDU29,640,512,
200 MOVE-10,0 DPAW-50,0 MOVE20,
0 DPAW0,0 MOVE0,10 DPAW-50 MOVE
E0,10 DPAW0,50
210 GCOL0,0 MOVE-150,100 MOVE-1
50,150 PLOT5,100,150 MOVE150,10
0 PLOT5,100,100
220 MOVE-150,150 MOVE-100,150 F
LDT35,-150,-100 MOVE-100,-100 PI
OT5,-100,150

```

GAME: FRONT GUNNER

CONTINUED

```

    .-0MOVE-100,-100 MOVE-100, 100
    PLOT85,150,-150 MOVE150,-100 PL
    OT85,-150,-100
    240MOVE100,-100 MOVE150,-100 P
    L0T85,100,150 MOVE150,150 PLOT85
    ,150,-100
    250MOVE100,100 MOVE600,512 PL
    105,640,512
    260MOVE640,450 PLOT85,100,100
    270MOVE100,-100 MOVE600,-512 P
    L0T85,640,-512
    280MOVE640,-450 PLOT85,100,-10
    0
    290MOVE-100,100 MOVE-600,512 P
    L0T85,-640,512
    300MOVE-640,490 PLOT85,-100,10
    0
    310MOVE-100,-100 MOVE-600,-512
    PLOT85,-640,-512 MOVE-640,-450
    PLOT85,-100,-100
    320FOR F1.=1TO50 PLOT85,RND(128
    60-640,RND(1024))-512 NEXT
    330 F1=F1+4000-(100*1SHEET)
    340 1F 1SHEET>3 THEN F1+=4000
    350 MOVE-640,-450 MOVE-640,-512
    PLOT85,640,-450 MOVE640,-512 P
    L0T85,-640,-512
    360 VDU4 COLOUR4 COLOUR135 PRI
    NT TAB(0,30), "FUEL ", F1, TAB(10,
    30), "SCORE ", S1,
    370 VDU5
    280 MOVE-640,-512 DRAW-640,511
    DRAM639,511 DRAM639,-512
    390 FOR V1=1 TO 10
    .100 D=RND(4)
    410 IF D=1 THEN RCVN:=2
    420 1F D=1 THEN RCVN:=1
    430 NEXT V1
    440 VDU19,8,7,6, VDU19,15,3,6,
    450 FOR F1=1 TO 10
    460 IF F1=1+1SHEET DIV 3
    470 L1=RND(2)+1 F1=2 THEN L1=
    480 ELSE L1=640
    490 F1=RND(1024)-512 MOVE (F1,Y
    1,6COL4,2 PRINT CHR$(229)+FKY1
    490 GCOL4,0 MOVE-90,-90 MOVE-90
    ,90 PLOT85,90,90 PLOT85,90,-90
    PPOCSIGHT
    500 #F15,0
    510 REPEAT PROCAL1EN PROGKEYS
    PPOKEYS, PPOKEYS PPOCF1
    520 UNTIL F1>0 OR F1<=0
    530 1F F1<=0 THEN PROGEND
    540 F1=15,0

```



```

    550 1F 10 11 12 13 14 15 16 17
    560 NEXT
    570 PPOCHYPERSPACE
    580 GOTO 130
    590 DEPPROCAL1EN
    600 DRW, RND(2)+DV, RND(2)
    610 X1,Y1,Y1,V1
    620 1F DV=1 THEN Y1=Y1+25*PI
    1F 1+1SHEET>2 THEN ELSE Y1=Y1-25*PI
    1F 1+1SHEET>2
    630 1F DV=1 THEN Y1=Y1+16*PI
    1F 1+1SHEET>2 ELSE Y1=Y1-16*PI
    1F 1+1SHEET>2
    640 IF Y1>620 THEN Y1=620
    650 IF Y1<-620 THEN Y1=-620
    660 IF Y1>100 THEN Y1=100
    670 1F Y1>500 THEN Y1=500
    680 MOVE (Y1,Y1,6COL4,2 PRINT C
    HR$229+FKY1
    690 MOVE (Y1,Y1,6COL4,0 PRINT
    1HP$229+FKY1)
    700 IF RKF1,Y1>1 THEN FPK1=RND(30
    ) IF FPK1>1+1SHEET+1 AND MAX1>10 T
    HEH PROC1RE
    710 #FK15,0
    720 ENDPROC
    730 DEPPROC1RE
    740 MAX1=MAX1-1
    750 ENVELOPE 1,129,-18,-20,-1,
    20,20,-128,0,0,-1,128,0
    760 VDU19,3,10,0,0,0
    770 SOUND1,1,100,1
    780 EX1X=RND(200)-100 EY1Y=RND
    (200)-100 EX2X=RND(200)-100 EY2Y
    =RND(200)-100
    790 MOVE X1+32,Y1-16,6COL4,14
    PLOT21,EX1X,EY1Y PRINTCHR$215 MO
    VE2X+32,Y1-16:PLOT21,EX2X,EY2Y P
    RINTCHR$217

```

```

320 ENDPROC
330 DEFFROMAN(X2%,Y2%)
340 X1%:=X%; Y1%:=Y%
350 X%:=X%+X2%; Y%:=Y%+Y2%
360 MOVE X%,Y%; GCOL4,3:PRINT C
HR%#229+RF%) MOVE X1%,Y1%; GCOL4
,0 PRINT CHR%#229+RF%)>
370 ENDPROC
380 DEFFROMCF1:FU%:=FU%,-1 PROCFU
EL ENDPROC
390 DEFFROMCFIRE1
400 MOVE -640,-100 GCOL4,1:DRA
W%,0 MOVE 640,-100 DRAW0,0 SOUND2
,1,100,1 MOVE -640,-100 GCOL4,8:D
DRAW0,0 MOVE 640,-100:DRAW0,8
1810 FU%:=FU%,-5 PROCFUEL
1820 MOVE 0,0 IF POINT(0,0)>0 T
HEN PROCEXPLODE
1830 ENDPROC
1840DEF PROCSCORE .VDU4 PRINT TA
P%,-0,30),"SCORE ",%, VDU5 ENDP
R%
1850DEFPROCFUEL VDU4 PRINTTAB 0
,200,"FUEL ",",",TAB(5,30),FU
%, VDU5 ENDPROC
1860 DEFFROMCEXPLODE SOUND0,1,C6
0,10 GCOL2,RND(16)-1 FOR G%:=1 TO
20 MOVE X%,Y% PRINT CHR%(200+G%
FOR G%:=1 TO 100:NEXT.NEXT.SOU
ND%,1,100,10 MOVE X%,Y%; GCOL0,0
PRINT CHR%#255 PLOT69,0,0
1870 PROCSIGHT
1880 IF A(F%,>1 THEN S%:=S%+1
1890 IF A(F%,>2 THEN S%:=S%+10
1100PROCSOME.FOR G%:=1 TO 4000
NEXT
1110 A(F%,>0
1120 ENDPROC
1130 DEFFROMCSTIGHT
1140 GCOL0,0 MOVE -10,0 DRAW-50,
0 MOVE 20,0 DRAW0,0 MOVE 0,10 DRA
W,50 MOVE 0,-10 DRAW0,-50
1150 ENDPROC
1160 DEFFROMCHYPERSPACE
1170 S%:=S%+FU% DIV 10 PROCFUEL
1180 FOR I%:=1 TO 30
1190 VDU19,0,RND(16)-1,0,0,0
1200 MOVE 0,0 GCOL4,RND(16)-1 DF
M#40,512 MOVE 0,0 DRAW640,256 MU
E0,0 DRAW-40,0 MOVE 0,0 DRAW640,
256 MOVE 0,0 DRW640,-512 MOVER,
DRW320,-512 MOVE 0,0 DRW40,-51
MOVE 0,0 DRW-320,-512 MOVE 0,0 DRW-640,
-512 MOVE 0,0 DRAW-640,
56 MOVE 0,0

```

```

900 FOR G1=1 TO 1500 NEXT
910 MOVEY%+32,Y%+16 CCOL4,0 PL
121,EX1%,EY1%,PRINTCHR$215,MOVE
3+32,Y%+16 PLOT21,EX2%,EY2%,PRI
ITCHR$217
820 SOUND0,1,6,1
830 FOR G1=1 TO 18 VDU19,8,4,RND
18,-1,0,0,8,VDU19,7,RND,16,8,4,1,8
0,0 FOP G1X=1 TO 1800 NEXT NEXT
VDU19,0,0,0,0,0,19,7,7,0,0,0
240 FUN=FUN-100 PROCFUEL ENDPR
OC
950 DEFPPKEYS
950 IF INKEY(-58) PROCMA(0,-1E
970 IF INKEY(-42) PROCMA(0,1E
980 IF INKEY(-26) PROCMA(32,0
990 IF INKEY(-122) PROCMA(-32,
0)
900 IF INKEY(-99) PROC:RE1
910 EXIT15,0

```

● **GAME: ZOMBIES**

● **AUTHOR: MACER GIFFORD**

● **RUNS ON: A VIC 20 IN 3.5K**

Are you cunning enough to outwit the hoards of evil Zombies out for your blood? Are you clever enough to avoid being eaten? Or are you stupid enough to attempt to head-butt one and end up as worms' meat at the bottom of a crevasse?! In any event the aim of this game is to lure the Zombies into strategically placed pits and trap them. You appear as a smiling face in the centre of an area full of nasty zombies and those all important pits. To win you must lure all the zombies into the pits — but beware — they always move straight towards you and may join in twos or threes to attack!

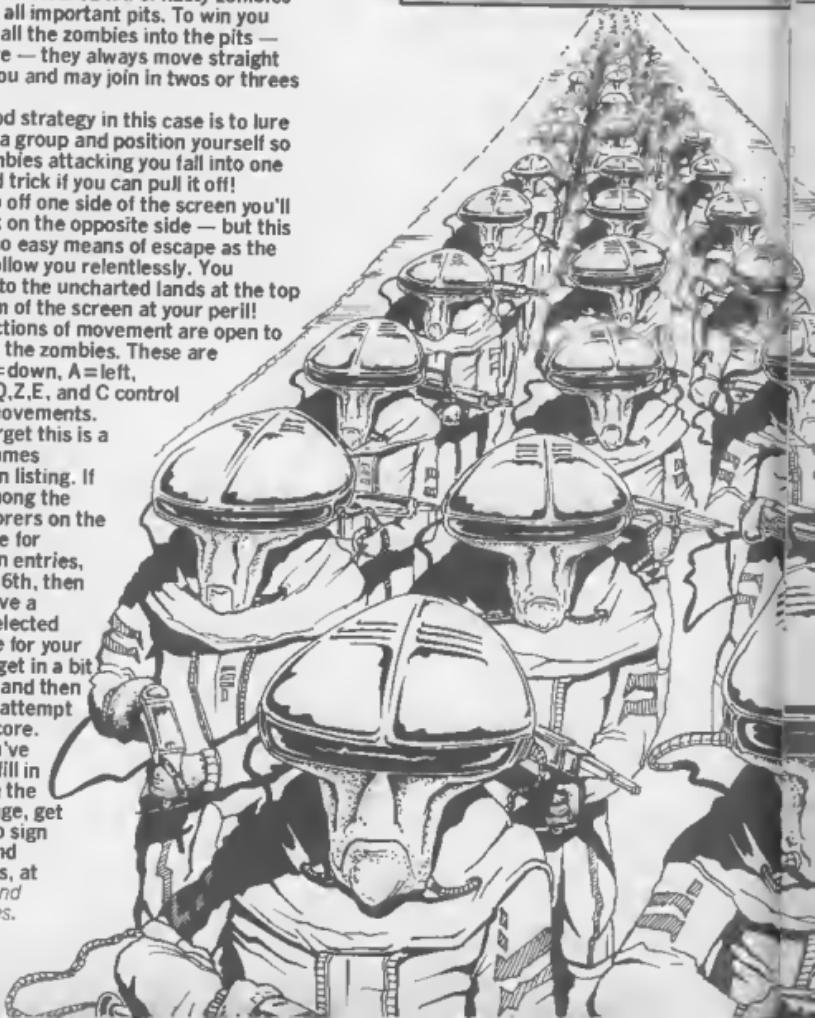
So a good strategy in this case is to lure them into a group and position yourself so all the zombies attacking you fall into one pit. A good trick if you can pull it off!

If you go off one side of the screen you'll come back on the opposite side — but this provides no easy means of escape as the zombies follow you relentlessly. You venture into the uncharted lands at the top and bottom of the screen at your peril! Eight directions of movement are open to you — and the zombies. These are W=up, X=down, A=left, D=right, Q,Z,E, and C control diagonal movements.

Don't forget this is a Book of Games competition listing. If you are among the top five scorers on the closing date for competition entries, February 16th, then you'll receive a specially selected games tape for your Vic-20. So get in a bit of practice and then make your attempt at a high score.

Once you've done that, fill in the form on the contents page, get a witness to sign it for you and send it to us, at Computer and Video Games.

Breakdown of the program:
Lines 5-40: Initialisation and preparatory
Lines 50-90: position and draw zombies and
pits.
Lines 130-180: moves smiling face and checks for
zombie or pit.
Lines 190-240: moves zombies and checks for
smiling face or pit.



Lines 400-420: sound effects and scoring when zombie falls in pit.

Lines 500-715: sound effects and message for player's death.

Lines 718-730: plays tune.

Lines 740-770: prints scores and prepares for another game.

Lines 2000-2080: sets up user defined graphics.

```

5 POKE26079,8
10 PRINT":***ZOMBIES***"
12 PRINT": PLEASE WAIT... "
15 GOTO2080
20 DIMC(40),M(40),R(40)
20 GOTO2020
40 POKE36879,94 S=1 SC=8
50 PRINT":2 FOR I=1705+2*5 C(I)=0
60 M(I)=INT(RND(I)*22) H(I)=INT(RND(I)*22)+1 IFM(I)
=11AND(H(I)=12THEND(I)=0
70 POKE7680+I*22+H(I),0 NEXTI
72 POKE7955,2
75 R=17048-INT(S/4)
80 P=INT(RND(I)*48) IFPEEK(7782+R)<0 THENNSB
90 POKE7782+P B POKE38422+P B NEXTI
100 X=11 Y=12
130 GETHS IFR=+"THEH19B
135 POKE7680+X*22+Y,32
140 IFR=+"THEH19C-1
141 IFR=+"D"THENX=X-1
142 IFR=+"E"THENX=X-1 Y=Y-1
143 IFR=+"C"THENX=X-1 Y=Y-1
144 IFR=+"Z"THENX=X-1 Y=Y-1
150 IFR=+"D"THEH(X,+)
160 IFR=+"W"THEH(Y,+)
170 IFR=+"X"THEH(Y,+)

```

```

172 P=PEEK(7680+X*22+Y) TPF=4THEH5B0
175 IFP=0ORP=10RF=3THEH6B0
180 PDKE7680+Y*22+V,2 POKE38400+X*22+V,7
185 FOR I=1705+4*5 JF(I)=1THEH231
195 POKE7680+M(I)+22*W(I),32
200 IFM(I)>THEHNSB D=M(I)-1 IFR(I)>3THEHNSB(I)=8
210 IFR(I)<3THEHNSB D=M(I)+1 IFR(I)>3THEHNSB(I)=1
220 IFR(I)<3THEHNSB D=M(I)+1
230 IFR(I)<3THEHNSB D=M(I)-1
231 NEXTI FOR I=1705+5*5 JF(I)=1THEH248
235 P=PEEK(7680+M(I)+22*W(I))
233 IFP=4THEH248
234 IFP=2THEH780
235 IFP=0ORP=10RF=3THEH(I)=3
237 POKE7680+M(I)+22*W(I),R(I) POKE38400+M(I)+22*W(I),2
240 NEXTI GOTO138
400 C(I)=1 FPF=15T08STEP-1 POKE36876,220+V POKE36876,V NEXTV SC=SC+1'D=C+1
410 PP1=INT("020H-5*5+C\W PT1="" SC=1 S="" IF C>5+S 5THEHNSB=S+1 C=0 GOTO58
420 GOTO248
430 POKE36876,230+V POKE36876,V FORT=1T0188 NEXTT NEXTV
510 R=+"W***YOU FELL IN A PIT***" GOTO718
600 R=+"W***YOU FELL IN A PIT***" GOTO718
610 GOTO718
700 RS=+"W***YOU FELL IN A PIT***" GOTO718
710 POKE7680+V+22*V,42
712 FPF=15T08STEP-1 POKE36877,140+V POKE36878,V FORT=1T0188 NEXTT NEXTV POKE368
77,0
715 PRINT":ZOMBIES*****A NEW HI-SCORE!!!!!!" RS=+"*****"
718 POKE36878,8 POKE36876, POKE36863,248
720 POKE36876,15 FOR I=1011 READD R POKE36876,A FORT=1T0B*200 NEXTT
730 POKE36876,0 FORT=1T025 NEXTT NEXTI
740 PRINT":NSC=SC"ON SCREEN "S
750 IFSC>THEHNSBPRINT":A NEW HI-SCORE!!!!!!" H=SC
760 PRINT":H=SC" H=SC
761 PRINT":H=SC" H=SC
762 PRINT":H=SC" H=SC
763 PRINT":H=SC" H=SC
764 GETHS IFR=+"THEH766
770 SC=0 C=0 RESTORE GOTO38
2000 POKE52 28 POKE56,28 POKE51,0 CLP
2010 FORT=1T0511 POKE7168+I,PEEK(32768+I) NEXT GOTO20
2020 FORT=1T039 READD POKE7168+I,J NEXT POKE36869,255 GOTO48
2030 DTR12,12,4,124,60,4,4,12
2040 DTR48,40,32,62,60,32,48
2050 DTR60,126,219,255,219,195,165,165,165
2060 DTR231,231,66,231,66,165,165,165
2070 DTR90,28,62,126,60,124,56,0
2080 DTR193,2,193,2,189,1,193,2,208,2,196,1,193,2,189,1,193,2,189,1,193,4

```

A bunch of unfriendly aliens have built a space platform which is in orbit around the earth. To make matters worse these creatures are dropping giant meteors on the planet. If two meteors strike the same spot then the earth is doomed. You are earth's only hope. With the arrow keys (S and O, Alpha Lock down!) move left and right and catch the falling space rocks. Any damage caused by a meteor can be repaired by moving your base ship over the crater and depressing the space bar. The space platform is in a decaying orbit and falls slowly closer to the earth — which makes the rocks harder to catch! Can you save our planet?

Variables:

Bomb:meteor column position.

Drop:meteor row position.

Newdrop:meteor drop height.

Setscore: speed at which space platform drops.

Dir:players' horizontal position.

Move:key pressed.

Find:view of character square.

```

1 CALL 100
2 CALL CHAR(120, "304260A161604230")
3 CALL SCREEN(12)
4 PRINT "*****" * PENNY ASPATURIAN
5 PRINT "*****"
6 PRINT "*****DO YOU REQUIRE INSTRUCTIONS?" TAB(221)CHR(8)(201)" 1983"
7 PRINT "*****"
8 CALL KEYIO, Y, S1
9 IF S1=0 THEN 10
10 IF Y=121 THEN 11 ELSE 12
11 IF Y=122 THEN 13 ELSE 14

```

```

11 GOSUB 2
12 CALL SCREEN(2)
13 RANDOMIZE
14 BOMB=INT(132-2+118*RND1)*2
15 DROP=4
16 NEWDROP=4
17 SCORE=0
18 SETSCORE=50
19 WEIGHT=2
20 DIR=14
21 CALL SCREEN(2)
22 CALL CHAR(159, "19197E2A1B5C2446")
23 CALL CHAR(151, "FFFFFFFFFFFFF")
24 CALL CHAR(159, "FFC1A59949AC5D3F")
25 CALL CHAR(150, "C31E20C3C0C3150")
26 CALL CHAR(145, "001B2C7E7E3C1B50")
27 CALL CHAR(155, "1B5A7E1B5C2446")
28 CALL COLOR(16, 5, 11)
29 CALL COLOR(15, 12, 11)
30 CALL COLOR(14, 9, 11)
31 CALL COLOR(13, 5, 11)
32 COLOR=70, 8
33 CALL COLOR(COLUR, 16, 1)
34 NEAT
35 CALL MCHAR(24, 2, 151, 311)
36 CALL COLOR(13, 14, 11)
37 CALL MCHAR(HEIGHT-1, 2, 159, 21)
38 CALL MCHAR(HEIGHT, 2, 119, 31)
39 CALL MCHAR(21, DIR, 131)
40 CALL KEYIO, Y, S1
41 IF MOVE=63 THEN 130
42 IF MOVE=62 THEN 144
43 IF MOVE=61 THEN 147 ELSE 154
44 IF DIR=32 THEN 154
45 DIR=DIR+1
46 SOTD 157
47 CALL MCHAR(24, DIR, 131)
48 CALL SOUND(70, -5, 01)
49 GOTO 154

```

```
51 B1WIND1P1
52 CALL MCHAR(23,B1R-1,52,31
53 CALL MCHAR(23,B1R,135)
54 GOTO 158
55 DROP=DROP+1
56 IF DROP=23 THEN 160
57 CALL VCHAR(DROP-1,BOMB,32)
58 GOTO 140
59 CALL B1HMR(DROP,BOMB,FIND)
60 CALL B1HMR(DROP-1,BOMB,32)
61 IF FIND=133 THEN 162 ELSE 170
62 CALL VCHAR(DROP-1,BOMB,32)
63 CALL SOUND(200,3000,0,6000,2)
64 SCORE=SCORE+50
65 IF SCORE<SETSCORE THEN 167
66 GOSUB 201
67 BOMB=INT1((2^2-2+1)*RND1)=2
68 BOMB=NEWBOMB
69 GOTO 140
70 CALL G1HMR(DROP+1,BOMB,FIND)
71 IF FIND=133 THEN 162 ELSE 19:
72 CALL VCHAR(DROP-1,BOMB,32)
73 CALL SOUND(100,120,1,120,1)
74 SCORE=SCORE+10
75 IF SCORE<SETSCORE THEN 177
76 SOUND 201
77 CALL MCHAR(DROP+1,BOMB,1501
78 BOMB=INT1((2^2-2+1)*RND1)=2
79 DROP=NEWBOMB
80 GOTO 140
81 CALL SOUND(250,-2,31
82 FOR LOOP=200 TO 1500 STEP 100
83 CALL SOUND(-100,LOOP,11
84 NEXT LOOP
85 FOR LOOP=1500 TO 200 STEP -100
86 CALL SOUND(-100,LOOP,11
87 NEXT LOOP
88 CALL CLEAR
89 PRINT TAB(121,"YOU DIED")
90 PRINT TAB(121,"YOU DIED")
91 PRINT "DO YOU SCORED " SCORE " POINTS "
92 CALL KEY(0,K,S)
93 IF S=0 THEN 192
94 IF (K=891+K=1211) THEN 112 ELSE 195
95 END
96 T-1
97 GOTO 1
98 GOSUB 100
99 GOTO 197
100 REM ** HARDER GAME ***
101 SETSCORE=GETSCORE+400
102 IF HEIGHT=14 THEN 209
103 HEIGHT=NEWBOMB+1
104 NEWBOMB=HEIGHT-1,1,32,32
105 CALL MCHAR(HEIGHT-1,1,12,31)
106 CALL MCHAR(HEIGHT-2,1,32,32)
107 CALL MCHAR(HEIGHT-2,1,12,31)
108 CALL MCHAR(HEIGHT-1,2,12,31)
109 RETURN
110 CALL CLEAR
111 PRINT "USE THE FOLLOWING KEYS - - - - - TO MOVE YOUR MAN LEFT"
112 PRINT " - D TO MOVE YOUR MAN RIGHT" - - - - - "CRATOR AND PRESS"
113 PRINT "THE SPACE - - - - - KEY, THE CRATOR WILL BE" - - - - - "LOCK KEY IS DOWN ..GOODLUCK" - - - - - "
114 PRINT "PLEASE MAKE SURE THE ALPHAS - - - - - 'A'" - - - - - "CRATOR WILL BE" - - - - - "
115 PRINT "PRESS ANY KEY TO CONTINUE" - - - - - "
116 CALL KEY(0,KEY,B)
117 IF B=0 THEN 216
118 CALL CLEAR
119 RETURN
```

```
120 PRINT TAB(121,"FILLED IN" - - - - - "
121 PRINT "PLEASE MAKE SURE THE ALPHAS - - - - - 'A'" - - - - - "CRATOR WILL BE" - - - - - "
122 PRINT "PRESS ANY KEY TO CONTINUE" - - - - - "
123 CALL KEY(0,KEY,B)
124 IF B=0 THEN 216
125 CALL CLEAR
126 RETURN
```

GAME: FROGON

AUTHOR: MARK WHYSALL

RUNS ON: A 2 x 61 IN 16K



This is a version of that
-world famous
arcade game

featuring a leaping amphibian which you've all come to know and love. The aim of the game is to help your friendly frog reach the safety of a lily-pad. He does this by crossing a road and a river — helped out by turtles and floating logs. There is a clock which gives you just 90 seconds to negotiate the road and the river — if you don't make it in time then again you'll lose a life. When you have helped five frogs to safety you move onto the next screen.

Screen two is the same as the first screen, but on screen three the road becomes even more dangerous with a heavy build up of fast moving traffic. A snake appears on this screen — which can give your frog a deadly bite.

- The game also features a hi-score Hall of Fame — so you can show off to all your friends if you get a really good score!

Control keys are: W for up, S for down, H for left and J for right. You get three lives. Scoring is as follows — you get 10 points for each leap forward, 50 points when you safely guide a frog to a lily-pad and 1000 points plus an extra life if you manage to complete a screen.

```

1 LET H=0
2 GOSUB 7000
3 LET L=3
4 LET O=0
5 LET D=1
6 LET X=4
7 LET DX1=0.1
8 LET DX2=0.1
9 LET DX3=0.1
10 LET DX4=0.1
11 LET SD=0
12 LET SD1=1
13 LET SD2=0
14 REM SETTING UP OF SCREEN
15 PRINT AT 2,0

```

```

430 LET SS=SS+1
440 LET SS=31 THEN LET SS=0
450 LET XX=XX+1
470 LET X1=X1-3
490 IF X1=0 THEN LET X1=1
510 IF X1=0 THEN LET X1=33
550 LET NN=PEEK R
560 LET PP=NN
570 IF NN=0 THEN GOTO 2000
575 IF NN=184 THEN GOTO 2000
580 IF NN=45 THEN GOTO 2000
585 IF NN=21 THEN GOTO 2000
590 IF R=ZZ THEN GOTO 4000
595 IF R>ZZ AND R<(ZZ+6) THEN G
01 2000 IF R=(ZZ+6) THEN GOTO 4000
600 IF R=(ZZ+6) AND R<(ZZ+12) T
605 IF R=(ZZ+6) AND R<(ZZ+12) T
MEN GOTO 2000

```

```

4040 POKE A+1,27
4050 IF S=0 THEN GOTO 4160
4170 S=0
4180 REN S=0
4195 PRINT AT 15,0;""
4200 LET S=1
4110 PRINT AT 18,0;""
4205 REM
4210 LET S=S+1000
4130 PRINT RT 0,7,5
4140 FOAT T=0 TO 100
4150 NEXT T
4155 LET L0=0
4160 LET SC=SC+I
4170 LET L=L+I
4180 LET O=O+15
4190 REM
4205 CLS
5010 PRINT RT 0,0;""
OVER
--"-
5020 IF S>N THEN GOTO 5400

```

```

3030 PRINT AT 7,0;"YOUR FINAL SCORE"
3040 PRINT AT 19,0;" RNOTNER
3050 INPUT N$  

3055 IF MS="" THEN GOTO 5050
3070 IF N$="Y" THEN GOTO 6000
3080 IF N$!="Y" THEN STOP
3090 NAME="RNOTNER" NAME OF RNOTNER
3110 LET N=5
5500 PRINT RT 5,0;" WELL DONE YOU HAVE RTRIDEN TDDRYS HIGHES
5510 PRINT AT 8,0;" INPUT YOUR NAME (NRX OF LETTERS)"
5520 INPUT N$  

5530 IF LEN(N$)>10 THEN GOTO 5520
5540 PRINT AT 15,0;"R SCORE OF "
5550 GOTO 5540
5560 CLS
5610 GOTO 3
5660 PRINT AT 3,4;"SGA"  

5710 PRINT AT 9,9;"BY M. UNYSRLL
5715 PRINT AT 18,2;"PRESS N/L TO
5720 PLAY "FADGGR"
5725 INPUT L$  

5730 LET N$="777777777777"
5740 IF L$="" THEN GOTO 7100
5750 CLS
5760 RETURN
59000 SAVE "FROGG"
5910 GOTO 1

```

7000 PRINT AT 3,4;"
GGA FRO

7010 PRINT AT 9,9;"BY M. UNYSRLL
7015 PRINT AT 18,2;"PRESS N/L TO
PLAY ""FADGGR"";"

```
7020 INPUT L$  
7040 LET NS="?????????"  
7040 IF L$="" THEN GOTO 7100  
7100 CLS  
7500 RETURN
```

```
30000 RETURN
30000 SAVE "FROGG"
30100 GOTO 1
```

GAME: SNAKES 64

AUTHOR: JUSTIN VETTA

RUNS ON: A COMMODORE 64



You have to be a really slippery customer to master Sid the Snake. He zaps around the screen eating tasty snacks as he goes — and growing longer all the time. Sid moves faster after each meal and it requires split second timing to control him. You must keep Sid clear of the walls — and there are some poisonous

morsels dotted around among Sid's snake food which he must not eat. You must also stop Sid running into his own tail — a difficult task as he grows longer and longer. Control Sid using D for up, Space for down, X for left and C for right. Full instructions are included in the program.

```
1 0=-1
2 GOTO500
3 SC=8
4 N=0
5 P=100
10 PRINT"0"
11 POKE53291,8
13 FORT=1824701863 POKET,168 NEXT
14 FORT=1863702023STEP4# POKET,168 NEXT
15 FORT=2023T01584STEP-1.POKET,168 NEXT
16 FORT=1954T01024STEP-4# POKET,168 NEXT
20 R1=160# R2=168# R3=168# R4=160# R5=160# R6=160# R7=160# R8=160# R9=160#
21 R1=161# R2=161# R3=161# R4=161# R5=161# R6=161# R7=161# R8=161# R9=160#
32 FORT=(T020#-X)INT(RND(1)*554)+41
48 POKE18244%160
58 NEXTT
51 POKER1,36 POKER2,81 POKER3,81 POKER4,81 POKER5,81 POKER6,81 POKER7,81
52 POKER8,81 POKER9,81 POKER10,81 POKER11,81 POKER12,81 POKER13,81 POKER14,81-POKE15,81
53 POKER6,81 POKER7,81-POKE8,32
58 FORT=1T010 X=INT(RND(1)*912)+41
65 IFPEEK(1824+X)>32THEN16=INT(RND(1,*912)+41 GOTO55
78 POKE1824+X,182 POKE1824+X,1
88 GFTP# IFR$="D"THEND=-40
118 IFR$=" "THEND=-40
128 IFR$="X"THEND=-1
138 IFR$="C"THEND=1
136 B8=B7 B7=B6 B6=B5 B5=B4 B4=B3 B3=B2 B2=B1 B1=A3 R8=R8 R8=R7 R7=R6 R6=R5
146 R5=A4 A4=R3 R3=R2 R2=R1 R1=R1+0
156 IFPEEK(R1)>168THEN300
151 IFPEEK(R1)>81THEN300
152 IFPEEK(R1)>182THENSC=SC+10 N=N+1 P=P-.000SUB000
154 IFN=10THEN208
155 POKER1,55 POKER2,81 POKER3,32
157 FORT=1TOP NEXT
160 GOTO100
208 FORT=11020 X=INT(RND(1)*559)+48
218 POKE1824+X,160
220 NEXTT
221 FORT=11010 POKE54277,64 POKE54276,17 POKE54273,17 POKE54272,37
222 POKE54276,0 POKE54277,8 POKE54273,0
```

```

223 FORKL=1TO100 NEXT POKE54277,128 POKE54276,17 POKE54273,48 POKE54272,43
225 FORKL=1TO100 NEXT POKE54276,0 POKE54277,0 POKE54273,0 NEXTT
230 FORT=1TO10 X=INT(RND(1)*912)+41
235 1FPEEK(1024*XX)+32THEEN=INT(RND(1)*912)+41 GOTO235
240 POKE1824+,182 POKE55296+X,1
250 NEXTT
258 H=0
270 GOTO155
280 PRINT"3"
285 PRINT"*****3 HONOUR BOARD "
288 PPINT"*****3 YOUR SCORE WAS "SC
311 IFSC<5THENPRINT"*****3 PLEASE ENTER YOUR NAME":GOT0480
312 PRINT" 1ST HIGHEST SCORE BY "B$" WAS "H1
313 PRINT" 2ND HIGHEST SCORE BY "B$" WAS "H2
314 PRINT" 3RD HIGHEST SCORE BY "B$" WAS "H3
315 PRINT" 4TH HIGHEST SCORE BY "B$" WAS "H4
316 PRINT" 5TH HIGHEST SCORE BY "B$" WAS "H5
320 PPINT"*****3 I WANT ANOTHER GO (Y/N) ?"
330 GET$ IFT$="Y"THENPOKE5281,0 GOTO1
340 IFT$="N"THENEND
350 GOT0338
400 IFSC>1THENHS=NN N4=H3 H3=H2 H2=H1 N1=SC E$=D$ D$=C$ C$=B$ B$=A$ GOT0450
410 IFSC>2THENHS=NN N4=H3 H3=H2 N2=SC E$=D$ D$=C$ C$=B$ INPUTD$ GOT0312
420 IFSC>3THENHS=H4 H4=H3 H3=H2 E$=D$ INPUTC$ GOT0312
430 IFSC>4THENHS=H5 H4=H3 H3=H2 E$=D$ INPUTB$ GOT0312
440 HS=SC INPUTE$ GOT0312
450 INPUTA$ GOT0312
500 PRINT"*****3 YOU ARE A SNAKE TRAVELING AROUND"
510 PRINT"*****3 SHAKES 64 "
515 PPINT"*****3 SNAKES "
520 PPINT"*****3 SNAKES "
525 PPINT"*****3 SNAKES "
530 PPINT"*****3 SNAKES "
540 PRINT"*****3 SNAKES "
541 PRINT"*****3 SNAKES "
542 PRINT"*****3 SNAKES "
543 PRINT"*****3 YOU ARE A SNAKE TRAVELING AROUND"
550 PRINT"*****3 ON THE SCREEN, YOU MUST EAT THESE IS TO"
555 PRINT"*****3 GET ONTO A NEW SHEET, REMEMBER YOU"
560 PRINT"*****3 YOU MUST NOT EAT THESE, # IS EVERY"
565 PRINT"*****3 TIME YOU EAT # YOU MOVE FASTER, YOU"
570 PRINT"*****3 MUST NOT EAT THE WALL OF YOUR TRAIL"
575 PRINT"*****3 PRESS SPACE TO CONTINUE"
590 PRINT"*****3 PRESS SPACE TO CONTINUE"
595 GET$ IFR$=" " THEN540
610 GOT0580
640 PPINT"*****3 YOU ARE *****3
650 PRINT"*****3 THE CONTROLS ARE"
655 PRINT"*****3 *****3"
670 PRINT"*****3 *****3"
675 PRINT"*****3 *****3"
680 PRINT"*****3 *****3"
685 PRINT"*****3 *****3"
690 PRINT"*****3 *****3"
695 PRINT"*****3 *****3"
700 GET$ IFR$=" " THENPOKE5281,1 GOTO5
710 GOT0700
720 POKE54296 15
725 FORT=1TO10 POKE54277,64 POKE54276,17 POKE54273,17 POKE54272,37
730 FORKL=1TO100 NEXT POKE54276,0 POKE54277,0 POKE54273,0 NEXTT
735 RETURN

```

GAME: CAVERN BLAST

AUTHOR: PETER FOTHERGILL

RUNS ON: A SPECTRUM IN 16K

Aliens have discovered your underground fortress — and they are making an all out attempt to destroy it. You are the commander of the fortress defence systems and control a laser blaster which you must use to shoot down the attacking aliens. A force shield protects the fortress — and you must protect the force shield. If an alien manages to blast it three times then the fortress will be destroyed.

The aliens come in two different shapes. The slow, green ones are battle cruisers. The fast yellow ones are star-fighters. You score 30 points for a green alien, 50 for a yellow one. At 1,000 and 2,500 you'll get an extra life plus a 200 point bonus. A high score table is included to record your best efforts.

The program includes machine code sound effects. These are poked in from lines 75 to 90 and called using LET L=USR 65000 and LET 1=USR 65030. From these two calls an array of sounds is produced by poking in subsequent numbers throughout the program.

On levels two and three when the two millipedes appear and drop bombs some of the machine code sound effects are called and the program stops. This can be cured by omitting line 3270.

Variables:

ax = vertical co-ordinate of your cannon,
bx = horizontal co-ordinate of your cannon,
cx = vertical co-ordinate of fast alien ship,
dx = horizontal co-ordinates of fast alien ship,
ex = vertical co-ordinate of slow alien ship,
fx = horizontal co-ordinate of slow alien ship,
sc = score,
li = lives left.

```

1610 LET dx=dx-2
1620 LET fx=fx-1
1630 IF dx=0 THEN GO SUB 3500
1640 IF fx=0 THEN GO SUB 3500 AND SC<1100 THEN
1650 IF SC<1000 AND SC<1200 THEN
1660 GO SUB 3700
1670 IF SC>2500 AND SC<2600 THEN
1680 PRINT AT 0,0,"PAPER 2;"SCD
1690 PRINT AT 0,0,"LIVES ";L
1700 GO TO 1500
1710 NEXT f: NEXT f
1720 FOR f=1 TO 29 STEP 3
1730 PRINT RT ax,fx+1, INK 1;""
1740 NEXT f
1750 BEEP .004,20 BEEP .004,40
1760 PRINT RT 3x,fx+1,""
1770 RETURN
3040 IF ax>ex THEN PRINT RT ex,d
1780 INK 6; PAPER 2;"00"; FOR f=0
1790 TO 4: BEEP .001,55: NEXT f: LET
1800 SC=SC+500: PRINT AT cx,dx;" ";L
1810 cx=INT ((RD0+10)+6): LET dx=2x+f
1820 IF 2x>ex THEN PRINT RT ex,f
1830 INK 6; PAPER 2;"00"; FOR f=6
1840 TO 4: BEEP .001,55: NEXT f: LET
1850 SC=SC+300: PRINT AT ex,fx;" ";L
1860 ex=INT (RD0+10): LET fx=2x+f
1870 RETURN
3510 LET l=(i-1)
3511 PRINT RT 0,31; PAPER 2; FLA
3512 SH 1,1
3513 PRINT RT 0,31; PAPER 2; FLA
3514 FOR f=0 TO 5
3515 PRINT RT 3x,f, INK 9;""
3516 BEEP .001,955
3517 NEXT f: NEXT f
3518 PRINT RT cx,dx+1;" "
3519 PRINT RT ex,fx+1;" "
3520 LET l=0 THEN GO TO 4000
3521 LET dx=2B
3522 LET fx=2B
3523 RETURN
3700 PRINT AT 11,B; INK 4, "BONUS
3710 GUN": INK 5, "+" : INK 6, "200 P
3720 DINTS
3730 FOR n=0 TO 1
3740 FOR g=0 TO 40 STEP 4
3750 FOR t=0 TO 15 STEP 4
3760 BEEP .02,f+9: NEXT f: NEXT
3770 NEXT n
3780 LET l=l+1
3790 FOR f=1 TO 40: LET sc=SC+5:
3800 PR 2, sc: NEXT f
3810 FOR f=5 TO 27
3820 PRINT RT 11,f;"": NEXT f
3830 PRINT AT cx,dx;"": AT ex
3840 fx;""
3850 LET dx=2B: LET fx=2B
3860 RETURN
3870 PRINT AT 18,7;"B R H E O U
3880 E R"
3890 FOR f=0 TO 100: BORDER 7: 0
3900 AT 34300,20: BORDER 0: NEXT f
3910 FOR f=0 TO 100: BORDER 7: 0
3920 AT 34300,180: OUT 34300,20: BORD
3930 ER: NEXT f
3940 FOR f=0 TO 1
3950 BEEP -1: BEEP .005,10: BEEP -1,-20: B
3960 EP .1,-17: BEEP .1,-23
3970 NEXT f
3980 PRINT RT 12,3;"CAVERN FORTR
3990 DESTROYED"
4000 FOR f=-15 TO -35 STEP -5
4010 BEEP .13,f
4020 NEXT f
4030 PRINT AT 14,7;"YOU HAVE FAI
4040 ED!"
4050 FOR f=0 TO 55
4060 BEEP .005,10: BEEP .005,20
4070 BEEP .005,0
4080 NEXT f
4090 CLS : GO TO 500
4100 REM USER DEFINED GRAPHICS
4110 A = > B = - CD = <
4120 E = & FG = << H = ]
4130 SAVE "CAVERN" LINE 1

```

```

5 CLEAR 64999
10 FOAM n=0 TO 15+6-1
20 READ a: POKE USA "a"+n,a
30 NEXT n
40 DATA 60,126,255,a,a,a,126,6
5,62 DATA a,116,255,240,a,255,12
42 DATA 24,a,219,126,a,68,a,0
44 DATA 60,110,265,16,a,255,12
46 DATA 60,126,129,195,255,a,12
48 DATA 6,126,129,195,255,a,12

```

Who wants to be a millionaire — you all do! Well, here's your chance. All you have to do is guide Max the Milliman among the giant tulips — picking up all the £1 and £5 notes you can find. To score points you must deposit your haul in your personal safe deposit box at the bank.

Unfortunately you keep misplacing the key to the vault and you must find it among the tulips before you can get to the bank. Also chasing the cash are two bomb dropping millipedes and a ravenous Pacman! To pick up your key or a bank-note you must position Max over it — the same applies when you want to deposit money at the bank. To move on to the next screen you must return home.

Each screen will only end when the Pacman character has reached a third of the way up the screen. The Pacman will also occasionally drop a ring — which is worth bonus points if Max collects it.

After the easy first screen a millipede will appear and drop bombs — beware of leaving Max on the line below the buildings as this is where the millipede appears.

If Max runs into a tulip, hits the Pacman or is hit by a bomb you'll lose a life. Each successive screen has more tulips to tiptoe through and two millipedes appear. Control keys are: 7=up, 6=down, 5=left, 8=right.

IMPORTANT NOTE: Please remember to add line 9077 LET ky=0. Lines 102 and 8335 may be omitted.

Loops:

n.m: general loop variables.
p: x-co-ordinate of Pacman.

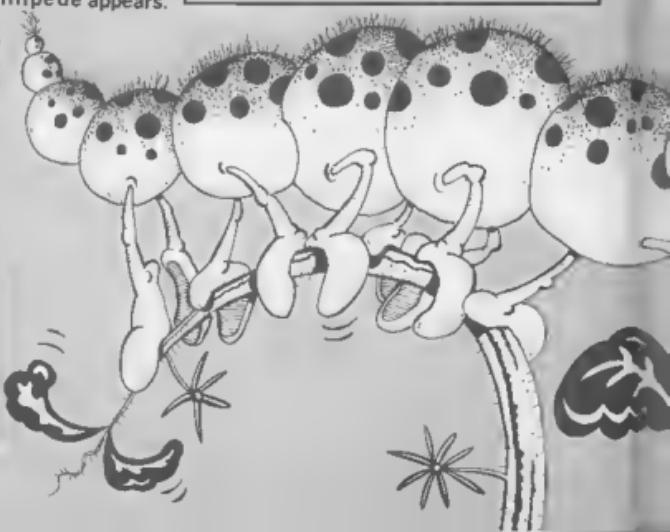
Flags:

Ky: key in possession
(1)YES(0)NO
Rg: Ring dropped (1)YES(0)NO

```

5,68 DATA 0,96,159,151,101,0,0,0
52 DATA 1,3,4,15,31,63,127,255
54 DATA 126,192,224,240,248,25
2,254,255
6,60 DATA 146,84,56,254,56,84,14
6,64 DATA 0,28,62,26,34,65,34,28
66 DATA 49,56,16,56,3,3,3,16
68 DATA 26,a,8,197,63,a,26,54
70 DATA 12,12,26,126,60,60,98,
67
72 DATA 24,88,72,126,26,60,70,
194
74 DATA 60,126,219,255,231,231
192,26
76 FOR n=550000 TO 85028
76 READ a: POKE n,a: FOR n=30
2,28
78 NEXT n
80 FOR n=1 TO 14: READ a,b
82 POKE a,b: NEXT n
85 DATA 8,20,197,93,9,3,17,1,0
229,285,181,3,225,17,16,0,167,2
37,82,32,240,193,16,263,261,0,0,
2,28
90 DATA 65031,1,65034,15,65035
1,65045,1,65049,99,8,1,125,37
1,6504,8,1,255,8,1,255,8,1,257,8,1
1,193,8,1,1,255,8,1,1,255,8,1
95 LET j=0
99 REM ##########
100 LET j=j: LET c=1
102 LET i=3
105 LET bk=0: LET cr=0
110 LET x=1: LET y=27
130 RESTORE 135
132 READ a
133 DATA "MACS"
134 LET sc=0
135 LET ky=1: LET bl=0: LET ky=
140 LET vv=1: LET bl=0: LET ky=
a
141 LET pc=4
142 LET li=5: LET py=0
144 LET pa=1
145 IF pa=1 THEN GO TO 195
150 DIM h(6): DIM n(16,3)
152 FOR n=1 TO 6
153 LET n(n)=“???”
160 NEXT n
195 GO SUB 8000
199 REM #####
200 BRIGHT 0 BORDER 5: PAPER 7

```



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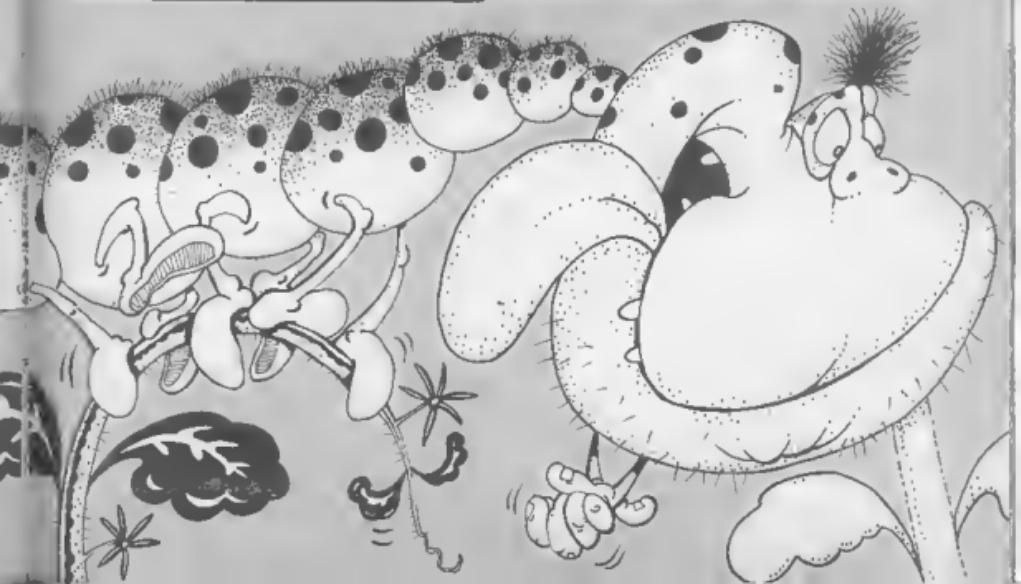
100 INK 0; DLS
210 PRINT RT 0,0;"""
320 PRINT RT 1,0; PAPER 0; INK
7; "BANK"
330 PRINT RT 0,14;"""
240 PRINT RT 1,14; PAPER 0; INK
6; "SHOP"
250 PRINT RT 0,26;"""
260 PRINT RT 1,26; PAPER 0; INK
500 HOME
70 FOR n=2 TO 20
80 LET r=INT (RND+32)
90 IF ATTR (n,r)>56 THEN GO T
100 PRINT INK INT (RND+3+1); RT
110 PRINT INK 4; AT n+1,r;"""
115 NEXT n
120 FOR n=2 TO 20 STEP 2
130 LET r=INT (RND+31)
140 IF ATTR (n,r)>56 THEN GO T
150 IF RND>9 THEN PRINT AT R,r
160 PAPER 5; INK 0;"""
170 GO TO 120
180 PRINT AT n,r; INK 0; PRPER
190;"""
200 NEXT n
210 LET q=1+RND
220 LET r=INT (RND+32)
230 IF RTR (q,r)>56 THEN GO T
240;"""
250 PRINT RT q,r; PAPER 6; INK
260 IF wv=1 THEN GO TO 400
270 FOR n=1 TO wv+2-2
280 LET q=INT (RND+32)
290 LET r=INT (RND+32)
300 IF ATTR (q,r)>56 OR ATTR (q+1,r)>56 THEN GO TO 308
310 PRINT INK INT (RND+3+1); RT
320;"""
330 PRINT INK 4; RT q+1,r;"""
340 NEXT n
350 REM ######
360 FOR P=1 TO 2 STEP -1
370 PRINT RT P,Py; 25+PC
380 POKE 68037,0. LET I=USR 680
390

```

```

420 GO SUB 1000
425 IF P=x RND Py=y THEN POKE 6
5037,2; LET I=USR 68030. LET I=U
5100 LET I=USR 68030. GO TO 9500
430 IF I=1 AND RND>.95 THEN GO T
435 GO TO 405
440 IF (Py=31 RND Pa=1) OR (Py=
0 AND Pa=-1) THEN GO TO 3688
445 IF NOT I=1 AND RND>.95 AND P
450 THEN PRINT RT P,Py; INK 2; P
APER 6;"""
455 LET r=1
460 GO TO 405
465 REM #####
470 LET C=1
475 LET X=x; LET h=y
480 IF INKEY$="7" RND X>>1 THEN
485 LET X=x-1
490 IF INKEY$="5" RND X>>21 THE
495 N LET X=x+1
500 IF INKEY$="3" AND Y>0 THEN
505 LET Y=Y-1; LET C=3
510 IF INKEY$="6" RND Y>>31 THE
515 N LET Y=Y+1; LET C=2
520 IF ATTR (X,Y)>56 THEN GO T
525 GO TO 405
530 PRINT RT f,h;"""
535 PRINT RT X,Y,as(C)
540 RETURN
545 REM #####
550 PRINT RT P,Py;"""
555 LET Pa=1-2s(Pa=1)
560 LET PC=4+(PC=4)
565 LET Py=-1+33s(Py=31)
570 NEXT P
575 GO TO 9000
580 REM #####
585 FOR N=1 TO 12 INT (RND+12)
590 LET I=USR 68030.0
595 PRINT RT 2,n;"""
600 LET I=USR 68030
610 PRINT INK INT (RND+4); RT 2,
7;"""
615 NEXT n
620 LET b=0
625 PRINT RT 2,n;"""
630 FOR B=3 TD 26
635 PRINT RT 2,n;"""

```

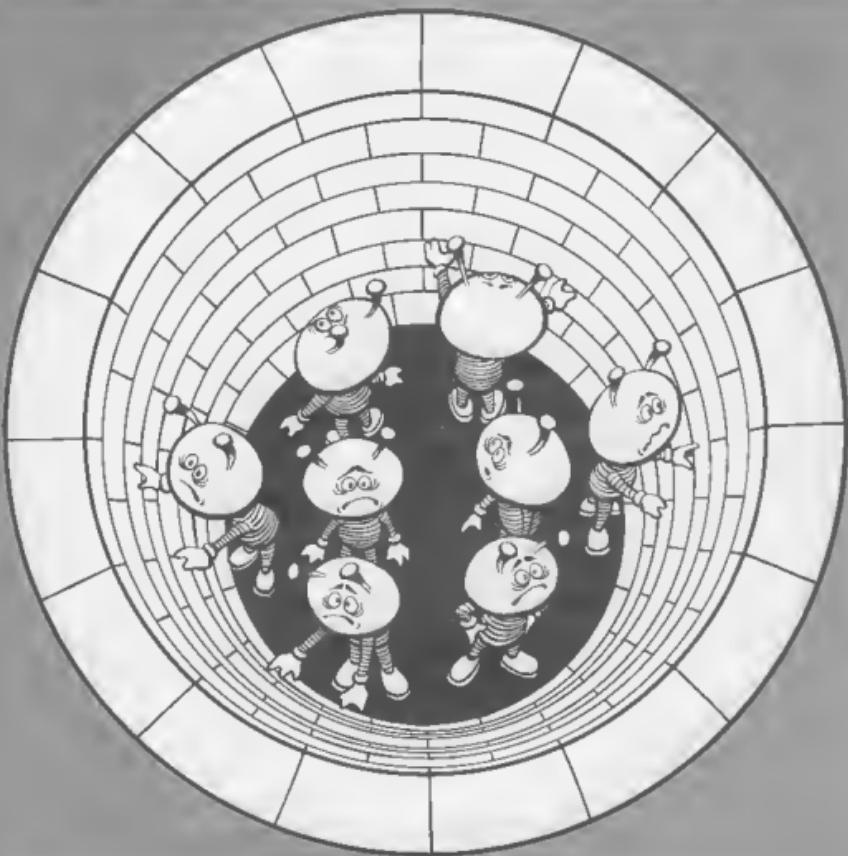


```

3270 POKE 65037,1: LET l=USA 650
3280 PAINT AT 8,n;"": NEXT n
3290 PAINT AT 8,n;"*": LET l=USA 650
3293 POKE 65037,5: LET l=USA 650
3300 PAINT AT 19,n-1;"": AT 20
3301,-,-,AT 21,n-1;"": AT 20
3305 POKE 65037,9: LET l=USA 650
3310 PAINT AT 19,n-1;"": AT 20
3315 IF b=2 AND NOT b THEN GO T
3320 PAINT AT 2,0;""
3331 IF SCREENS (x,y)=" " THEN G
3340 TO 9500
3348 GO TO 450
3505 FOR n=31 TO INT (RND*15+17)
3505 PAINT AT 2,n;""
3510 POKE 65037,0: LET l=USA 650
3520 PAINT AT 2,n; INK INT (RND*
4): "
3525 NEXT n
3530 PAINT AT 2,n;""
3535 LET b=1
3540 GO TO 3200
3593 AEH #####
3600 LET at=RTA (x,y)
3610 IF at=52 THEN LET cr=cr+1:
3612 IF at=40 THEN LET cr=cr+5:
3614 IF at=56 RND at(61 THEN GO
TO 4200
3616 IF at=48 THEN LET ky=1: GO
3618 IF at=7 AND ky THEN GO TO 4
3620 IF at=6 AND cr>6 THEN LET c
=cr-5: GO TO 4095
3622 IF at=5 AND P<15 THEN GO TO
4024
3624 IF at=50 THEN LET cr=cr+20:
PRINT AT x,y;"": AT f,h;"": PO
KE 65037,2: LET l=USA 65030: GO
TO 4230
3698 LET x=f: LET y=h
4099 GO TO 1200
4100 IF SCREENS (x,y)="E" THEN P
RINT AT x,y+1;"": GO TO 1200
4120 PAINT AT x,y-1;"": GO TO 4
4120 PAINT AT x,y;"": AT f,h;""
4210 POKE 65001,50: POKE 65005,1
4220 LET l=USA 65000
4230 POKE 65005,5: LET l=USR 660
30
4240 FOR n=1 TO 100: NEXT n
4250 GO TO 9500
4260 PAINT AT 1,n;"": AT f,h;""
4265 POKE 65001,5: POKE 65005,5
4270 LET l=USA 65000
4280 GO TO 1200
4290 LET bk=bk+cr
4305 LET sc=sc+10*cr
4310 LET cr=0: LET x=f: LET y=h
4320 POKE 65037,9: LET l=USA 660
30: GO TO 1200
3990 AEH #####
6000 GOAER 0: PAPER 0: INK 6: B
IGHT 1: CLS
6030 PAINT AT 1,13;"TODAYS": AT 5
14;"BEST"
6040 FOR n=5 TO 15 STEP 2
6045 PAINT AT n,11; PRPER 4: INK
0;"000000"
6050 PAINT AT n,17-LEN STAS h((n
1)/2-2): PAPER 4: INK 0,h((n+1)
/2-2)
6060 PAINT AT n,16; INK 0: PAPER
0:n((n+1)/2-2)
6070 NEXT n
6080 PAINT "": PAESS ANY KEY
TO START"
6090 PAUSE 1: PAUSE 0
6110 RETURN
6135 PAINT h(1); "": SC
6195 AEH #####
6200 CLS
6203 POKE 65037,0
6205 FOR n=1 TO 10
6206 LET l=USA 65050
6207 NEXT n
6210 PRINT AT 0,8;"WAVE ";WV;" C
OMPLETED"
6220 POKE 65037,4: LET l=USR 650
30
6230 LET sc=sc+5*WV
6240 LET WV=WV+1
6250 IF WV>5 THEN LET WV=5
6260 LET b=b+1+
6270 IF b>2 THEN LET b=2
6280 LET cr=cr+2: LET PC=4
6285 LET x=f: LET y=h: LET pa=1
6290 LET py=0: GO TO 300
6499 AEH #####
6500 CLS
6501 LET l=l-1
6505 IF l=0 THEN GO TO 9550
6510 PAINT AT 8,5;"LIVES REMAIN
IN": l
6520 POKE 65001,50: POKE 65005,1
6525 LET l=USA 65000
6530 LET PC=4: LET x=f: LET y=h: LET cr=0:
6535 LET pa=1: LET py=0: LET cr=0:
6540 LET ky=0: LET rg=0
6550 GO TO 200
6555 PAINT AT 5,11;"GAME OVER"
6560 PAUSE 1: PAUSE 100
6565 IF sc>h(6) THEN GO TO 9680
6570 PAINT AT 12,4;"Press any ke
y to start"
6580 PAUSE 1: PAUSE 0: GO TO 100
6585 FOR n=5 TO 1 STEP -1
6590 IF sc>h(n) THEN GO TO 9700
6595 NEXT n
6700 IF n+1=6 THEM LET h(6)=sc:
6710 GO TO 9800
6715 IF H=1 THEN LET h(8)=sc: GO
TO 9500
6720 LET h(8)=h(8-1)
6730 LET n$=(8)=n$(8-1)
6740 NEXT n
6800 LET h(n+1)=sc
6805 CLS
6810 PAINT AT 1,1;"WELL DONE! YO
U HAVE ONE OF THE: AT 5,1;"HIGH
SCORES. PLEASE ENTER YOUR: AT 5
,2;"INITIALS (5 CHARACTERS MAX.)"
6820 INPUT b$: IF LEN b$<3 THEN
GO TO 9520
6830 LET s=(n+1)=b$( TO 3)
6840 LET a=1: GO TO 110

```





The Wumpus is a much sought after creature — even though it smells awful! You can sniff a Wumpus when it is in the next town! Perhaps because of its scent — but more probably because it is extremely shy — it tends to hide in out-of-the-way places. The Wumpus you are attempting to track down has retreated into a disused labyrinth, once the home of some Greek monster — half man, half bull — you may have already heard about him. Anyway may have already heard about him. Anyway following an unfortunate encounter with a

Greek Warrior, this monster is now deceased and the Wumpus has taken over. Your task is to enter the labyrinth, kill the Wumpus and get out again! The labyrinth is a network of caves and corridors — and some of the caves have some surprises in store for you to discover. Full instructions are included in the listing. Good hunting!

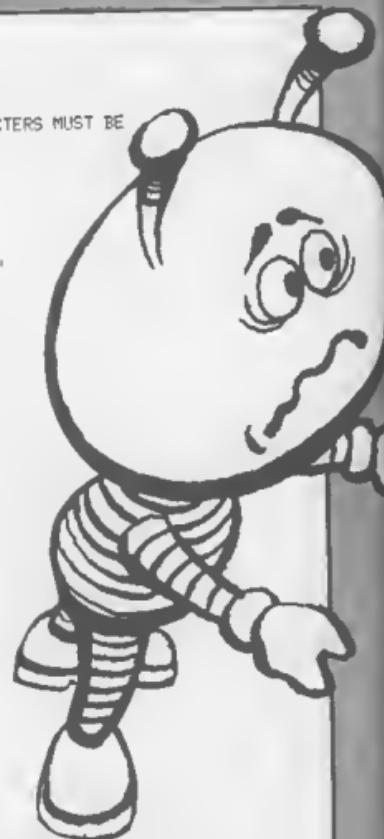
GAME: WUMPUS HUNT

CONTINUED

```

1 PEM"          | WUMPUS HUNT |
2 PEM"          |                   |
3 REM"          |                   |
4 REM"          | BY P. BOTTING |
5 REM"
6 PEM  THE LINES WHICH ARE LONGER THAN 88 CHARACTERS MUST BE
7 REM  ENTERED WITH AT LEAST ONE BASIC WORD
8 PEM  ABBREVIATED (VIC MANUAL P.133)
9 PEM  ---< (C) P. BOTTING 1983 >---
10 PRINT#(0,-1)
20 GOSUB2010
30 FORT=1TO100:NEXTT
40 PPINT"JOH! PREPARE TO ENTER THE X LABYRINTH!!"
50 REM=====
60 REM=INITIALIZE=-
70 REM=====
80 DIMA$(11,11):POKE36876,10:HP=2
90 DEF FNA(Z)=INT(RND(Z)*10+1)
100 WX=FNA(1):WY=FNA(1):X=FNA(1):Y=FNA(1)
110 IFWX=XANDWY=YTHEN100
120 A$WX,WY>>"A WUMPUS"
130 A$(X,Y)"THE ENTRANCE"
140 FORA=1TO18:REM*#SLIME PIT#*
150 SY=FNA(1):SX=FNA(1):IFA$(SX,SY)<>"THEN150
160 A$(SX,SY)>>"A SLIME PIT" NEXTA
170 FORA=1TO7:REM*#GOLD#*
180 GX=FNA(1):GY=FNA(1):IFA$(GX,GY)<>"THEN180
190 A$(GX,GY)>>"A BAG OF GOLD" NEXTA
200 FORA=1TO3:REM*#BOWS#*
210 BX=FNA(1):BY=FNA(1):IFA$(BX,BY)<>"THEN210
220 A$(BX,BY)>>"A BOW" NEXTA
230 FORA=1TO3:REM*#ARROWS#*
240 AX=FNA(1):AY=FNA(1):IFA$(AX,AY)<>"THEN240
250 A$(AX,AY)>>"AN ARROW" NEXTA
260 FORA=1TO10:FORB=1TO10
270 IFAS(A,B)"THE AS(A,B)"="NOTHING"
280 NEXTB,A:SP$="A SLIME PIT"
290 REM=====
300 PEM=MAIN ROUTINE=
310 REM=====
320 GOSUB1400
330 POKE198,0:PRINT":THERE IS ",A$(X,Y):PRINT":IN THIS ROOM."
340 IFAS(X,Y)=SP$THENGOSUB1490 PRINT":YOU ARE DEAD, THE SLIME HAS KILLED YOU."
GOT0970
350 IFAS(X,Y)"A WUMPUS"THENGOT0770
360 IFAS(X+1,Y)=SP$DRA$(X-1,Y)=SP$DRA$(X,Y+1)=SP$DRA$(X,Y-1)=SP$THENGOSUB580
370 IFX=WX-3ANDX=WX3ANDY=HY>3ANDY-HY<3THENPRINT":SMELL OF WUMPUS"
380 IFRND(1)<0.5THENGOSUB1150
390 PRINT#P,";
400 GETAS IFAS=""THEN400
410 PRINTAS P=P-5
420 IFAS=""THEN610
430 IFAS="N"ANDNP>0THEN1220
440 IFAS="G"THEN720
450 IFAS="D"THENGOT0980

```



```

468 IFA$="F" THEHGOSUB780
478 IFA$="0" THEHIFAS$<X,Y>="THE ENTRANCE" THEH1130
488 IFA$="0" AHDA$<X,Y>="THE ENTRANCE" THEHPR1HT" YOU CAN DO THAT?":GOTO390
498 IFA$="N" THENV=Y+1 IFV>10 THENV=Y-1:GOTO590
508 IFA$="S" THEV=Y-1 IFV<1 THENV=Y+1:GOTO590
518 IFA$="E" THENV=X+1 IFX>10 THENX=X-1:GOTO590
528 IFA$="N" THENX=X-1 IFX<1 THENX=X+1:GOTO590
538 IFA$<0>"N" ANDA$<>"E" AHDA$<>"N" ANDA$<>"S" ANDA$<>"0" THEN390
548 GOTO290
558 REM=====
568 REM==SUBROUTINES==
578 REM=====
588 PR1HT"YOU SMELL A SLIME PIT":RETURN
598 PRINT"WHO GO THAT WAY":GOTO390
608 REM*#TAKE COMMAND#*
618 IFA$<X,Y>="HOTING" THEHPR1HT" THERE IS NOTHING TO PICK UP":GOTO390
628 IFA$<X,Y>="B" BOW"THEHBO=B0+1 BF=BP+10 PR1HT"YOU PICKED UP THE BOW"
638 IFA$<X,Y>="A" ARROW"THEHAR=AR+1 AP=AP+10 PRINT"YOU PICKED UP THE ARROW"
648 IFA$<X,Y>="A" BAG OF GOLD"THEHG=G+IHT(RND(1)*9+1)*10 PRINT"YOU TOOK THE GOLD"
658 "GOSUB1810
668 A$<X,Y>="NOTHING"
668 GOTO390
678 GOSUB1430 PRINT"THE DEATH CRIES FROM THE WUMPUS RHO OUT THROUGH THE L
688 ABYR1HT"
698 P1HT"YOU ARE A HERO.":GOSUB1710 PR1HT" BUT CAN YOU GET OUT?!!?!"
708 WD=1 FORT=1 TO1000 NEXTT GOTO390
718 REM*#INVENTORY#
728 PRINT"YOU HAVE:" PRINTG," GOLD PIECES
738 PR1HT"AR;" ARPOW(S)"
748 PRINT"ID," BOW(S)"
758 PR1HT"HP;HELP CALL(S) LEFT"
768 PRINT"PF+G+AP+BP," POIHTS" GOTO390
778 GOSUB1840 PR1HT"YOUR ENCOUNTER WITH THIS WUMPUS DID NOT GO WELL FOR YOU.
775 P=100 GOTO970
785 REM*#FIRE ROUTINE#
795 IFA$=0 PR1HT" YOU CAN'T SHOOT":GOTO390
805 GETA$ IFA$="THEH880
815 IFA$<>"N" ANDA$<>"E" ANDA$<>"W" ANDA$<>"S" THEH880
825 IFA$="N" THEHFV=Y+1 FX=X
835 IFA$="S" THEHFV=Y-1 FX=X
845 IFA$="E" THEHFV=Y FX=X+1
855 IFA$="W" THEHFV=Y FX=X-1
865 PR1HT"THE ARROW IS LOOSED FROM YOUR BOW "
875 IFA$="N" THEHPR1HT" TO THE NORTH"
885 IFA$="S" THEHPRINT" TOWARDS THE SOUTH"
895 IFA$="E" THEHPRINT" TO THE EAST"
905 IFA$="W" THEHPRINT" TOWARDS THE WEST"
915 GOSUB1580 AR=AP-1
925 IFA$<FX,FY>="A" WUMPUS"THEN670
935 IFFX>1000FX<10RFY>10RFY<1 THEHPRINT" IT HIT THE WALL AND
945 IFA$<FX,FY>="NOTHING" ANDRND(1)<5 THEH$<FX,FY>="AN ARROW"
955 PRINT"NOTHING HAPPENED"

```



```

960 GOTO390
970 F0PT=1T02000:NEXTT
980 PRINT"IM YOU HD: "
990 PPRINT"NG;"GOLD PIECES"
1000 PRINT"MAR;"AROW(S)"
1010 PRINT"MB;"BOW(S)"
1020 PRINT"HP;"HELP CALL(S) LEFT"
1030 PPRINT"PG+BP;"POINTS"
1040 PPRINT"WOULD YOU LIKE TO TRY TO HUNT THE WUMPUS  AGAIN?";"
1050 IFAS="Y"THENPRINT"IN THE1050
1060 IFAS="N"THENPRINT" YES";POKE36875,230
1070 IFAS="N"THENPRINT" NO";POKE36875,158
1080 F0PT=1T0500 NEXTT
1090 POKE36875,0 F0RT=1T0400:NEXTT
1100 IFAS="Y"THENPRINT"RUN
1110 PRINT"TRY AGAIN SOMETIME,  GOODBYE."
1120 F0PT=1T01500 NEXTT PPRINT"END
1130 IFUD=0THENPRINT"CHICKEN!" GOSUB1650 GOTO390
1140 PRINT"YOU ARE A (LIVE) HERO!";F=P+200:GOT0970
1150 PRINT"FLAPPING NOISES" GOSUB1940
1160 PRINT"NOH NOH!";GOSUB1960:PPINT" A SUPER BAT";GOSUB1980
1170 PRINT"MIT LAST IT HAS PICKED YOU UP!";GOSUB1940:GOSUB1940
1180 PRINT"AT LAST IT HAS DROPPED YOU!" GOSUB2000
1190 Y=FNA(1):X=FNA(1):IFAS(X,Y)=SP$THENPRINT"INTO A SLIME PIT!";GOSUB1500:GOT
0970
1200 F0RT=1T01000 NEXTT:GOT0330
1210 PEM#HELP CALL#*
1220 HP=HP-1:P=P-100 PPRINT"THE LABYRINTHCCCCC-----"
1230 FORA=1T0101STEP-1
1240 FOR0=1T010 PPINT"!".
1250 IFAS(0,A)=SP$THENPRINT"!".
1260 IFAS(0,A)="A WUMPUS";THENPRINT"H";
1270 IFAS(0,A)="A WIMPUS ";ICARCS$THENPRINT"HE";
1280 IFAS(0,A)="THE ENTRANCE";THENPRINT"E";
1290 IFAS(0,A)="A BOA";THENPRINT"B";
1300 IFAS(0,A)="AN ARROW";THENPRINT"A";
1310 IFAS(0,A)="A PEG OF GOLD";THENPRINT"G";
1320 IFAS(0,A)="A HOTHIC";THENPRINT" ";
1330 NE#TO PRINT"-----+-----+-----+-----" NEXTA
1340 PPRINT"-----+-----+-----+-----","
1350 PPINT"00",:FORA=1T0433 PRINT" "; F0RT=1T03:NEXTT,A:GOT0330
1360 PEM=====
1370 REM=SOUND EFFECTS=
1380 PEM=====
1390 PEM#FOOTSTEPS#*
1400 FORL=1T010 POKE36877,200
1410 F0RM=1T010:NEXTM POKE36877,0:F0PH=1T0100:NEXTM,L RETURN
1420 PEM#DEATH CRIES#
1430 F0PA=1T01STEP-1:POKE36878,A+INT(PND(1)*3-1)
1440 F0PT=1T010
1450 POKEINT(PND(I)*3+36874),INT(RND(1)*30)+I28
1460 F0PN=1T020:NEXTI,T
1470 NEXTRA:POKE36877,120 F0PA=36874:T016877 POKEA,0:NEXT RETURN
1480 PEM#SLIME PIT#*
1490 F0PA=230:T0158STEP-1:POKE36875,A F0RT=1T05:NEXTT,A
1500 POKE36875,A F0RT=1T0100 NEXTT

```

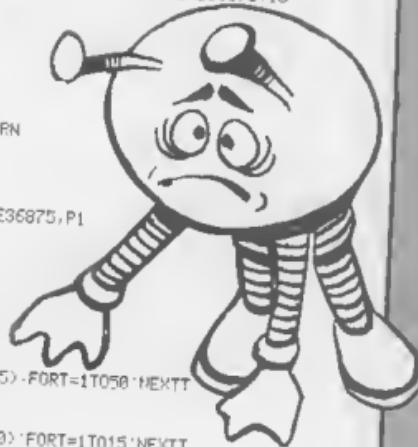




```

1510 F0PA=190T0250STEP2:POKE36877,A:NEXTT POKE36877,0 FORT=1T0500:NEXTT
1520 F0PA=1T010
1530 0=50-A#5 POKE36878,15-A
1540 POKE36875,0+130 FORT=1T020-0 NEXTT
1550 F0PA=0T00+20STEP5 POKE36875,0H+130
1560 FORT=1T010:NEXTT,0W:POKE36875,0 FORT=1T0300:NEXTT,A:POKE36875,0:POKE36878,1
5:PETUPH
1570 REM** ARPOW **
1580 FORA=1T03
1590 FORQ=130+A#2T0130+A#4 POKE36875,0:NEXT0,A:POKE36878,7
1600 F0PA=1T04
1610 F0PO=130T0140STEP5 POKE36875,0:NEXT0
1620 F0R0=140T0130STEP-5:POKE36875,0:NEXT0,A:POKE36875,0:POKE36878,15
1630 FORT=1T0500:NEXTT PETURN
1640 PEM **CHICKEN**
1650 F0PA=1T03
1660 POKE36875,240 FORT=1T0100:NEXTT
1670 POKE36875,0 F0PT=1T050:NEXTT
1680 POKE36875,200 FORT=1T0100:NEXTT
1690 POKE36875,0 FORT=1T0200:NEXTT,A:RETURN
1700 PEM**HEPD TUNE**
1710 PEADP IFP=-1THENRETURN
1720 READP1,T:F0P0=1T0T
1730 POKE36875,P:POKE36878,15-(8/T)*N POKE36875,P1
1740 NEXT0:POKE36875,0
1750 F0PT=1T020:NEXTT:0T01710
1760 PEM >> TUNE DATA <<
1770 DATA173,174,15,181,182,15,203,203,10
1780 DATA216,216,6,200,200,20,192,195,15
1790 DATA181,182,17,173,173,20,-1
1800 PEM**GOLD#*
1810 F0PA=1T020:POKE36876,INT(RND(1)*10+235):FORT=1T050:NEXTT
1820 POKE36876,0 FORT=1T020:NEXTT,A:RETURN
1830 PEM**MEET THE WIMPUS**
1840 F0PA=1T020:POKE36877,INT(RND(1)*30+150):FORT=1T015:NEXTT
1850 POKE36877,6 FORT=1T0(INT(RND(1)*20))12:NEXTT,A
1860 F0PA=1T05
1870 F0PA=1T010
1880 POKE36877,0#4+130:POKE36877,126:NEXT0:POKE36877,0
1890 FORT=1T0100+INT(RND(1)*300):NEXTT,A
1900 POKE36875,234:FORT=1T0200:NEXTT POKE36875,0
1910 FORT=1T0100:NEXTT:POKE36875,227:FORT=1T0200:NEXTT POKE36875,0
1920 FORT=1T0100:NEXTT:POKE36875,224:FORT=1T0500:NEXTT POKE36875,0:RETURN
1930 PEM**SUPER BAT 1**
1940 F0RA=1T03 F0R0=18T01 POKE36878,15-0:POKE36875,160-A:POKE36877,220-A FORT=1
0100
1950 NEXTT,0:POKE36875,0:POKE36877,0
1960 F0FT=1T0300:NEXTT,A:RETURN
1970 PEM**EXCLAMATION**
1980 F0RA=150T0210 POKE36875,A:NEXTA:POKE36875,0:RETURN
1990 PEM**SUPER BAT 2**
2000 F0PA=230T0150STEP-1:POKE36875,A F0FT=1T05:NEXTT,A:POKE36875,0:RETURN
2010 PEM=====:=====
2020 PEM==TITLE SEQUENCE=
2030 PEM=====:=====

```



BUNS ON: AN ATARI 400/800 IN 8K WITH JOYSTICK

Rev up your Atari for an attack on the world speed record on a dangerous race track! The track is strewn with rocks and you must race along dodging them as you go. Your aim is to get as far as you can without crashing — it's as simple as that!

After the first 100 miles more rocks appear on the track to make driving even more dangerous. But don't drive your car off the track — that means certain death too!

Remember to plug your joystick into port 1 on your Atari, and after each game make sure you press the System Reset key and type RUN — otherwise the program will not work properly.

Program notes:

Line 1-190 draw the car (player/missile) and colour it. 200-306 redefine the character set. 309-380 draw landscape and road, put rocks on road in random positions and scrolls road. 390-500 check joystick and move car and also check to see if a car has hit a rock. Add mileage and increase difficulty. 505-550 change colour for crash and sound for crash. Gives final mileage 360 scrolls down screen.

Variables:
AS-road a

The game can be made easier by deleting the E's in A5 (lines 330-341) or making the value of G bigger in line 300.

```

DIM A$(9):PMB=54279
RAM=106
GDM=559
GRA=53277
HPD=53248
FCO=784
SC=0:PD=0
10 GRAPHICS 17:POKE B7,0:POKE B2,0:X=120
20 X=100
30 Y=90
40 A=PEEK (RAM)-8
50 POKE PMB,A
60 MYPMB=256+A
70 POKE SDM,46
80 POKE GRA,3
90 POKE HPD,100
100 FOR I=MYPMB+512 TO MYPMB+640
110 POKE I,0
120 NEXT I
130 FOR I=MYPMB+512+Y TO MYPMB+519+Y
140 READ A
150 POKE I,A
160 NEXT I
170 DATA 219,219,60,60,60,60,219,219
180 POKE FCO,90
190 POKE 196,PEEK(106)-8
220 P=PEEK(106):N=P+256
230 FOR M=0 TO 300:POKE N+M,PEEK(57344+M
):NEXT M
240 FOR CHAR=33 TO 38
250 FOR M=0 TO 7:READ D:POKE N+M+(CHAR#8
),D:NEXT M
260 NEXT CHAR
270 POKE 756,P

```



GAME: SHUTTLE

AUTHOR: JONATHON TAYLOR

RUNS ON: A BBC B WITH JOYSTICK



You are the pilot of a space shuttle carrying vital supplies to an exploration team on a barren planet. The object of the game is to fly the shuttle to the mothership and back in the minimum possible time. To dock with the mothership, the shuttle must be flown carefully to the top of the docking bay. The mothership's automatic systems then take over and the cargo is loaded. On the return journey, the shuttle is heavily laden and more difficult to control. The skill level determines the strength of gravity and the size of the docking bay. Landing and docking must be carried out carefully. Your shuttle must not touch any other part of the mothership apart from the docking bay. To do so means loss of life and no claims bonus!

Variables

A,X,Y	General purpose
A%	Input routine & screen set-up
C%	Crash flag
S%	Skill level
TH%	Engine thrust
VX%	Horizontal velocity of shuttle
VY%	Vertical velocity of shuttle
W%	Width of docking bay
X%	Horizontal position of shuttle
Y%	Vertical position of shuttle
AS	Shuttle
BS	Crashed shuttle

```
60MODE7
70PROCinst
80MODE1
90PROCinit
100PROCoftakeoff
110PROCoftly
120IFCX=0 THEN PROCoftload ELSE P
RCopt GOTO80
130PROCoftland
140IFCX!=1 THEN PROCoft GOTO80
150VDU4 PRINTTAB(13,10)"TIME "
.TIME/100." SEC"·FORX=0TO2000 NE
XT
160PROCoft GOTO80
170DEFPROCinit
180VDU23,224,60,90,153,255,126
,36,66,129,23,225,32,34,21,60,12
7,90,234,60,23,226,28,28,28,28,1
27,62,28,8
190FORA%:=1TO200.PLOT69,RND(128
),RND(800)+100 NEXT FORA%:=1TO200
.PLOT69,RND(800),RND(980)+900 NEX
T
200GCOL0,2:MOVE300,750:FORX=0T
U2#PI+.2STEP,2:MOVE300,750:PLOT9
```

```
5,300+100#COS(X),.750+100#SIN(X)>
NEXT
210MOVE650,710:FORX=8TO2#PI+.2
#COS(X),.300+50#SIN(X)>.NEXT
220GCOL0,1:MOVE-100,40.MOVE800
,40.PLOT85,300,400 MOVE400,40.MD
VE1000,40.PLOT35,700,250 MOVE700
,40.MOVE1500,40.PLOT65,950,200#G
CUL0,3
230MOVE450,1024 DRAW500,990:DR
AW736,990.MOVE740,1024.DRAW740,9
90·DRAW850,950 DRAW850,900 DRAW9
00,900 DRAW900,994 DRAW930+W%,99
4 DRAW930+N%,900 DRAW1280,900 MD
VE770,970.DRAW750,950 MOVE820,96
0 DRAW770,910
240FORA%:=1TO30 TO 1200 STEP 50 M
OVEX,950.DRAWX+20,950 DRAWX+20,9
50 DRAWX,960 DRAWX,950 NEXT FORX
=550 TO 700 STEP 50 MOVEX,1000 D
RAWX+20,1000.DRAWX+20,1010.DRAWX+
1010.DRAWX,1000 NEXT
250MOVE500,40 DRAW500,58·DRAW6
```

```

50,68.DRAW650,40.MOVE0,40.DRAW12
80,40
260FORX=0TO400STEP100.MOVEX,40
DRAWX+RND(50),65.DRAWX+100,40N
EXT:FORX=650TO1280STEP100.MOVEX,
40.DRAWX+RND(50),65.DRAWX+100,40
.NEXT.VDUS MOVE900+WX/2,1830.VDU
226
270WX%+560.Y%+100.VX%+0.VY%+0.G
%+7+S%/2.TH%+25.CK%+0.RS%+CHR$224
WS%+CHR$225
280GCOL4,1
290ENDPPOC
300DEFPROCinst
310CLS:PRINT PRINT
320FORA=1TO2.PRINTTAB(9)CHR$13
2CHR$157CHR$135CHR$141"SHUTTLE
"CHR$156:NEXT
330PRINT PRINTCHR$130"The people of your planet are"
340PPINTCHR$130"starving to death."
350PRINT PRINT"A galactic freighter has arrived"
360PRINT" with food but it can not land and"
370PRINT" will have to leave again very shortly"
380PRINT" you must fly to the freighter as fast"
390PRINT" as possible to collect the food."
400PRINT:PRINT" Fly your shuttle into the docking"
410PRINT" bay of the freighter using the"
420PRINT" joystick. On the return journey"
430PRINT" you will be heavily laden, so"

```

Procedures	Instructions
PROCinst	Initialises variables & sets up screen
PROCinit	Waits until engines are fired & resets timer
PROCTakeoff	Checks position of shuttle on flight to freighter
PROCfly	Closes/opens docking bay door & loads cargo
PROClload	Waits until joystick button is pressed from freighter
PROCopt	Checks position of shuttle on flight
PROCland	Gets data from analogue port
PROCinput	Updates shuttle position on screen
PROCdraw	Shuttle crash
PROCrash	Shuttle fall
PROCfall	Engine sound
PROCsound1	Docking
PROCsound2	Docking proximity warning

440PRINT" be carefull. Use the joystick"

450PRINT" button to fire your engines."

460FOPY=1TO15:FORX=8 TO 19:PRI
NTTAB(0,X)CHR\$+RND(7)+128); NEXT

NEXT

470FORX=8 TO 19:PRINTTAB(8,X)C
HR\$135);:NEXT

480PRINT

490INPUTTAB(2,22)" LEVEL OF SKILL (1-9) ".S% 1F S%1 OR S%9 T
HEN VDU7:PRINTTAB(25,22)"

":GOTO490

500WX%+10-S%)+16+16

510ENDPROC

520DEFPROCtakeoff

530Y%+100.VX%+0.VY%+0:MOVEX%,Y%

% PRINTA\$

540REPEAT UNTIL ADVAL(0, TIME=

550PROCsound1 FORX=0TO300 NEXT

PROCsound2

560ENDPROC

570DEFPROCsound1

580SOUND16,-9,4,5

590ENDPROC

600DEFPROCsound2

610SOUND1,-12,180,2.SOUND1,-12
,218,1

620ENDPROC

630DEFPPOCsound3

640SOUND18,-8,220,1:SOUND19,-8
,258,1

650ENDPROC

660DEFPROCdraw(VX%,VY%)
670MOVE X%,Y%.X%+Y%+VX%:Y%+Y%+VY%:PRINTA\$ MOVE X%,Y%.PRINTA\$

GAME: SHUTTLE

CONTINUED

```

8801FX%>1280 THEN .:=32ELSE1FX%
:=32THENX%>1280
690ENDPROC
700DEFPPROCif ly
710REPEAT
720PROCinput
730PROCdrew(VX%DIV50,VY%DIV50)
740IF X%<100 AND VY%>-150 AND X%
/500 AND X%<610 THEN PROCsound2
.MOVEX%, V% PRINTA%.PROCtakeoff
ELSE IF Y%<100 PROCcrash(R%)
ELSE IF Y%>900 OR X%>1
750 UNTIL Y%>900 OR X%>1
760IF C%>1 THEN ENDPROC
770IF X%>700 THEN 710 ELSE IF X%
>300 AND X%>900+N% THEN PROCsound2
.ELSE PROCcrash(R%).PROCfall
PROCcrash(W%).ENDPROC
780IF Y%>990 THEN 710
790IF VY%>-150 THEN PROCcrash(R%)
. PROCfall.PROCcrash(W%).ELSE P
ROCsound2 VY%>0
800ENDPROC
810DEFPPROCcrash(R%)
820MOVEX%, V% PRINTA%.FORX=-15T
00STEP.5:SOUND0,X,6,1 NEXT
830MOVEX%, V% PRINTW%.CX=1

```

```

840ENDPROC
850DEFPPROCfall
860VY%>0 REPEAT VY%>VY%-G% MOV
EX%, V% Y%>Y%+VY%/50 PRINTW%.MOVE
X%, V% PRINTW%.FORX=0T05 NEXT:UNT
IL VY%>100
870ENDPROC
880DEFPPROCload
890SOUND1,-7,0,31.SOUND2,-7,1,
31
900FORX=904T0926+N%STEP4 MOVEX%
.920 DRAWX, 930:FORY=0T0100:NEXT
NEXT
910MOVE904,970 DRAWX%-4,970-SO
UND1,-7,170,1
920MOVE480,512 PRINT"CARGO LO
ADING" FORX=0T030:SOUND1,-5,100,1
SOUND1,-5,110,1 NEXT.MOVE480,51
2 PRINT"CARGO LOADING"
930MOVE904,970.DRAWX%-4,970-SO
UND1,-7,170,1 G%>16+S%*.7
940SOUND1,-7,0,31 SOUND2,-7,1,
31
950FORX=926+N,1094STEP~4 MOVE
X%,920.DRAWX,930:FORY=0T0100:NEXT
NEXT
960PROCsound2
970ENDPROC
980DEFPPOCload
990VX%>0 VY%>0 Y%>990
1000REPEAT
1010PROCinput
1020PROCdrew(VX%DIV50,VY%DIV50)
1030IF Y%>900 AND X%>750 AND X%
<900 OR X%>900+N% OR Y%>990 > THE
N PROCcrash(R%).PROCfall MOVEV%, V%
PRINTA%
1040UNTILY%>100
1050IF VY%<-150 OR X%>500 OR X%
>610 THEN PROCcrash(R%).ENDPROC
1060PROCsound2:MOVEV%, V% PRINTA%
Y%>100 VY%>0 VY%>0 MOVEX%, V%.P
RINTA%
1070ENDPROC
1080DEFPPROCopt
1090VDU4 PRINTTAB(5,15)"PRESS "
THRUST' FOR ANOTHER GAME" REPEAT
UNTIL ADVAL(0)
1100ENDPROC
1110DEFPPROCinput
1120R%<(32768-ADVAL(1)/DIV4096,
VY%>VY%+R%.SOUND16,-1+R%<R%>,4,
2
1130VY%>VY%-G%. IF ADVAL(0) THEN
PROCsound1 VY%>VY%+TH%
1140ENDPROC

```

Can you keep up with the computer? This is an adaptation of the previous party game, you know, the one with all the flashing colours. All you have to do is copy the computer sequence the computer throws at you. It starts with just one colour and then builds up combinations of colours until you make a mistake or take too long deciding which colour is next.

The game is controlled using keys, 1=red, 2=green, 3=yellow, 4=blue. Full instructions are included in the listing.

```

10 MODE7: PROCINS
20 DIMPS$(8), S(8): MODE2: FORA=17
08: S(A)=10: NEXT: VDU23; 8202; 0; 0
      30 GCOL0, 7: A$="" : S%=0: MOVE 700
      ,500 DRAW 1050, 500: DRAW 700, 850:
      DRAW 350, 500: DRAW 700, 500: DRAW 700
      ,850: DRAW 700, 150: DRAW 1050, 500: M
      OVE 350, 500: DRAW 700, 150
      40 COLOUR10: PRINTTAB(7, 1)"/"SI
      MON": COLOUR4: PRINTTAB(7, 29)"/"SC
      RE=0": COLOUR2: PRINTTAB(7, 9)"/"C
      OLOUR3: PRINTTAB(14, 9)"/"2": COLOUR1
      PRINTTAB(7, 22)"/"4": COLOUR4: PRINT
      TAB(14, 22)"/"3"
      50 IF LENAS$>0 THEN FOR B%=1TO
      LENAS$: FORC%=1TO500: NEXT: R=VALMID
      ($A$, B%, 1): PROCTRI: NEXT
      60 R=RND(4): PROCTRI: A$=A$+STR$(
      R: GOT0140
      70 B=1 C=690: D=497: E=690: F=17
      0: G=370: H=497: RETURN
      80 B=2: C=690: D=505: E=690: F=83
      5: G=360: H=505: RETURN
      90 B=3: C=710: D=505: E=710: F=835
      .G=1035: H=505: RETURN
      100 B=4: C=710: D=498: E=710: F=170
      .G=1035: H=498: RETURN
      110 DEFPROCTRI: SOUND 1, -10, 60+
      (12#A), 10: DR 0 GCOL0, 80, 90, 100, 7
      0, GCOL0, 8 MOVE C, D: MOVE E, F: PLOT
      85, G, H
      120 IF LENAS$<40 THEN FOR A%=1 T
      O (40-LENAS$)*50: NEXT

```

```

130 GCOL0, 8 MOVE C, D: MOVE E, F:
      PLOT85, G, H: ENDPROC
140 FORC%1TOLENAS$ Z%0
150 FX15, 1
160 B$=INKEY$(1)
170 IF Z%2=275 THEN SOUND1, -12,
30, 20: PROCT
180 IF VALB$<10RVALB$>4THEN Z%
=Z%+1: GOT0160
190 IF B$=MID$(A$, D%, 1) THEN A
=VALMID$(A$, D%, 1): PROCTRI ELSE S
OUND 1, -12, 40, 20: PROCT
200 S%:=S%+1: COLOUR4: PRINTTAB(7
, 29)"/"SCORE=1; S%: NEXT
210 FORX%1TO5000 NEXT GOT050
220 DEFPROCT: FORA=1TO2000 NEXT
CLS IF S$(X%) GOTO 290
230 COLOUR2: PRINTTAB(2, 5)"/"Wel
1 Done ":"PRINT": COLOUR1: PRINT"
What Is Your Name ? ":"COLOUR1: I
NPUTPS%
240 IF LEN(P$)<15 THEN GOT0260
250 PRINT"/"SORRY ! Too Long "
W$=GET$: CLS: GOT0230
260 R=9: REPEAT R=R-1
270 UNTIL R=1 OR SCR-1>S%
280 FORJ=8 TO R+1 STEP -1 PS(J
)=P$(J-1): S(J)=S(J-1): NEXT: PS(R)
=P$: SCR>S%
290 CLS: COLOUR10: PRINT"/" BES
T SCORES": COLOUR3..FORJ=1TO8: PRI
NT"/"PS(J): TAB(17): SCJ: NEXT: PRIN
T": COLOUR4: FORV=1TO1000: NEXT: PRI
NT": PS(V): TAB(17)
310 J$=GET$: CLS: GOT030
320 DEFPROCINS
330 PRINT"/" All You Have To Do
Is Copy The Computers Sequence Of
Colours Which Will Start With 0
Or Colour And";
340 PRINT"/" Build Up Until You M
ake A Mistake Or Take To Long
Deciding Which Colour Is Next
"
350 PRINT"/"To Do This Use The
Keys :"/": PRINT"(1)-RED": PRINT"
"(2)-GREEN": PRINT"(3)-YELLOW": P
RINT"(4)-BLUE": PRINTCHR#130, "
PRESS ANY KEY TO START": ;: RS=GET
$: ENDPROC

```



7



NAME: REACT

AUTHOR: CHARLES SHARP

RUNS ON: A TEXAS TI 99/4a IN 16K

The nuclear reactor is going critical — and only you can stop it! You must negotiate the maze-like corridors of the reactor building to reach the core and deactivate the runaway reactor. Sounds easy eh? But you've not taken into account the security robot which patrols the corridors. Ordinarily he'd let you



pass once you've given him the security password — but he has been affected by the increased radiation and will blast any intruder without asking any questions! Oh yes, and you have to race against the clock. Full instructions are included in the program. Can you stop a nuclear blast?



```

51= RANDOMIZE
52= CALL HCHAR1.R,1,1121
53= GOSUB 1150
54= GOSUB 1090
55= GOSUB 1150
56= GOSUB 2090
57= CALL GCHAR121,21,E1
58= IF E=112 THEN 2390
59= GOSUB 150
60= M=INT(RND*101+1
61= 1010 GOSUB 1150
62= 1020 GOSUB 1150
63= 1030 GOSUB 1150
64= 1040 GOSUB 1750,1800,1870,1940
65= 2010,1940,2010,1940,2010,1750
66= 1050 GOSUB 1150
67= 1060 CALL HCHAR1R,CC,1041
68= 1080 REM ....CORE COLOUR
69= 1090 CALL HCHAR1R,E151+1
70= 1100 CALL COLOR112,CC,11
71= 1110 RETURN
72= 1120 GOSUB 1430
73= 1130 GOTO 920
74= 1140 REM ....MAN MOVES
75= 1150 CALL HCHAR1R,C,321
76= 1160 CALL KEY10,K,61
77= 1170 IF X=6 THEN 1180 ELSE 1220
78= 1180 R=H-1
79= 1190 CALL HCHAR1R,C,61
80= 1200 IF R=2 THEN 1210 ELSE 1220
81= 1210 GOTO 1211
82= 1220 GOTO 1400
83= 1230 IF Y=8 THEN 1240 ELSE 1290
84= 1240 E=R+1
85= 1250 CALL HCHAR1R,C,61
86= 1260 IF G=0 THEN 1270 ELSE 1280
87= 1270 H=4-1
88= 1280 GOTO 1400
89= 1290 IF Y=1 THEN 1300 ELSE 175
90= 1300 C=C-1
91= 1310 CALL HCHAR1R,G,G
92= 1320 IF S=2 THEN 1330 ELSE 1360
93= 1330 C=C+1
94= 1340 GOTO 1400
95= 1350 IF Y=6 THEN 1360 ELSE 1400
96= 1360 C=C+3
97= 1370 CALL HCHAR1R,C,61
98= 1380 IF S=3 THEN 1390 ELSE 1400
99= 1390 C=C+1
1400 CALL HCHAR1R,C,1121
1410 RETURN
1420 REM ....ROBOT MOVES
1430 G=0
1440 CALL HCHAR14,T,1041
1450 CALL HCHAR14,T,1,80
1460 IF G=12 THEN 2010
1470 CALL HCHAR14,T,221
1480 NEXT T
1490 GOSUB 2090
1500 FOR V=5 TO 21
1510 CALL VCHAR1V,V,29,104
1520 CALL HCHAR1V,V,1,29,661
1530 IF G=12 THEN 2510
1540 CALL VCHAR1V,V,29,321
1550 NEXT V
1560 GOSUB 2090
1570 FOR D=29 TO 4 STEP -1
1580 CALL HCHAR121,CC,1041
1590 CALL HCHAR121,CC,1042
1600 IF G=12 THEN 2310
1610 CALL HCHAR121,CC,321
1620 NEXT D
1630 END

```

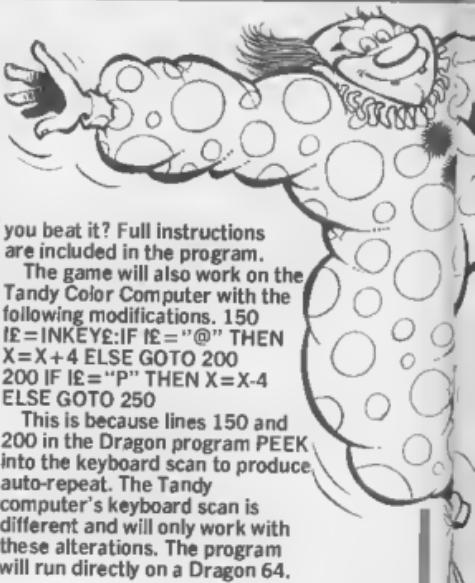
Welcome to the Big Top! We've got a great competition for you — can you beat the bouncing balls — and the clock? The object of the game is to help Cuthbert the Clown throw balls through the moving hole. If you miss the hole it will begin to move down — making Cuthbert's task even more difficult. If you score a direct hit the hole will move up the screen giving you more of a chance.

But beware, the clock is counting down — and you must beat it if you want to get a high score! The record scores so far are 18 points in 90 seconds and is 28 points — can

```

60 '
70 GOSUB 550 ''DRAW GRAPHICS''
80 GOSUB 880 ''DRAW SCREEN''
90 GOSUB 1050 ''READ NUMBERS''
100 GOSUB 1210 ''SET VARIABLES''
110 GOSUB 1340 ''INSTRUCTIONS?''
120 REM MOVEMENT
130 SCREEN 1,1:PLAY TUS:TIMER=0
140 REM READ KEYS
150 IF PEEK(338)=251 THEN X=X+4 ELSE GOT
D 200
160 XX=XX+4
170 IF XX>252 THEN XX=251:XX=XX-26
180 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
  GOTO 200
190 PUT(X,Y)-(XX,YY),HB,PSET
200 IF PEEK(338)=239 THEN X=X-4 ELSE GOT
D 250
210 XX=XX-4
220 IF X<6 THEN X=2:XX=X+26
230 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
  GOTO 250
240 PUT(X,Y)-(XX,YY),HB,PSET
250 IF B=1 THEN GOTO 220
260 IF INKEY$="^" THEN B=1:PX=X+5:U=Y-6:
  PUT(X,Y)-(XX,YY),NB,PSET:SOUND 50,1
270 IF B=1 THEN GOSUB 350
280 LINE(0,SP)-(PH,SP),PSET
290 LINE(PH,SP)-(PH+40,SP),PRESET
300 LINE(PH+40,SP)-(256,SP),PSET
310 PH=PH+NM
320 IF PH>242 OR PH<9 THEN NM=-NM:GOTU
  100,1
330 IF TIMER>=4500 THEN PLAY HT$:GOTO 12
30
340 GOTO 140
350 REM BALL
360 '
370 U=SP
380 IF U>SP THEN GOTO 420

```



you beat it? Full instructions are included in the program.

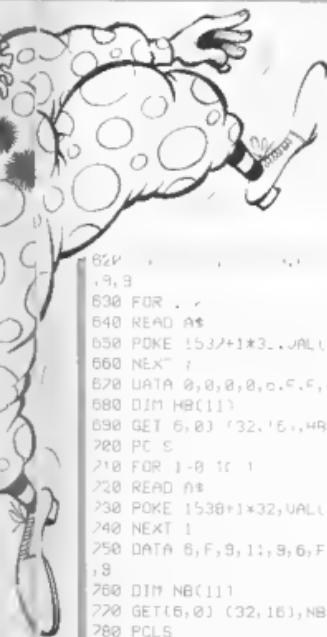
The game will also work on the Tandy Color Computer with the following modifications. 150
 IE=INKEY\$:IF IE="@" THEN
 X=X+4 ELSE GOTO 200
 200 IF IE="P" THEN X=X-4
 ELSE GOTO 250

This is because lines 150 and 200 in the Dragon program PEEK into the keyboard scan to produce auto-repeat. The Tandy computer's keyboard scan is different and will only work with these alterations. The program will run directly on a Dragon 64.

```

390 IF PH>PH AND PH<PH+40 THEN SC=SC+1:G
  OSUB 450:UD=1 ELSE UD=0
400 LINE(PX,UJ)-(PX+5,U+12),PRESET,BF:B=0
  :PUT(X,Y)-(XX,YY),HB,PSET
410 GOSUB 1650:RETURN
420 U=U-4
430 PUT(PX,U)-(PX+5,U+12),B,PSET
440 RETURN
450 REM DRAW SCORE
460 LINE(43,5)-(20,10),PRESET,BF
470 W$=STR$(SC)
480 FOR I=2 TO LEN(W$)
490 A=ASC(MID$(W$,I,1))
500 C=A-47
510 DRAW"BM43,5":DRAW"BM"+STR$(I-1)*2
  +"",5"+NM$(C)
520 NEXT I
530 RETURN
540 GOTO 540
550 REM GRAPHICS
560 MODE -4,1:PCLS
570 '
580 FOR I=0 TO 15
590 READ A$
600 POKE 1538+I*32,VAL("8H"+A$)
610 NEXT I

```



```
1470 PRINT"WATCH OUT! YOU ONLY HAVE NINE  
TY"  
1480 PRINT"SECONDS IN WHICH TO PLAY."  
1490 PRINT@449,"PRESS THE spacebar TO CO  
NTINUE"  
1500 IF INKEY$<>" " THEN GOTO 1500  
1510 REM START SCREEN  
1520 CLS  
1530 PRINT".,target..... . . . . .  
  
1540 PRINT:LINE INPUT"TYPE IN YOUR NAME  
& PRESS enter >" ;NS  
1550 IF LEN(NS)<20 THEN GOTO 1560  
1560 PRINT@321;"TWENTY LETTERS AT A MAXI  
MUM!"  
1570 PLAY HIS  
1580 FOR I=1 TO 1000:NEXT I  
1590 GOTO 1520  
1600 CLS  
1610 PRINT"., target.. . . . .  
. .  
1620 PRINT" KEYS USED:"  
1630 PRINT:PRINT" ^:THROW P:LEFT @  
'RIGHT'  
1640 PRINT@257,"PRESS THE spacebar TO CO  
NTINUE"  
1650 IF INKEY$<>" " THEN GOTO 1650 ELSE  
RETURN  
1660 REM MOVE TARGET UP/DOWN  
1670 IF UD=1 THEN MI=-10 ELSE MI=10  
1680 LINE(0,SP)-(256,SP),PRESET  
1690 SP=SP+MI  
1700 IF SP<20 OR SP>150 THEN SP=SP+-MI  
1710 LINE(0,SP)-(256,SP),PRESET  
1720 RETURN  
1730 REM GAME OVER  
1740 CLS  
1750 PRINT".,target.. . . . .  
. .  
1760 PRINT" YOUR SCORE :" ;SC  
1770 IF SC>HS THEN HS=SC:HN$=NS  
1780 PRINT" HIGH SCORE :" ;HS  
1790 PRINT" HELD BY: " ;HN$  
1800 PRINT@257,"DO YOU WISH TO PLAY AGAIN?  
N?"  
1810 I$=INKEY$  
1820 IF I$="N" THEN GOSUB 880:GOSUB 1210  
:GOSUB 1510:GOTO 130  
1830 IF I$="Y" THEN GOSUB 880:GOSUB 1210  
:GOTO 130  
1840 GOTO 1810
```